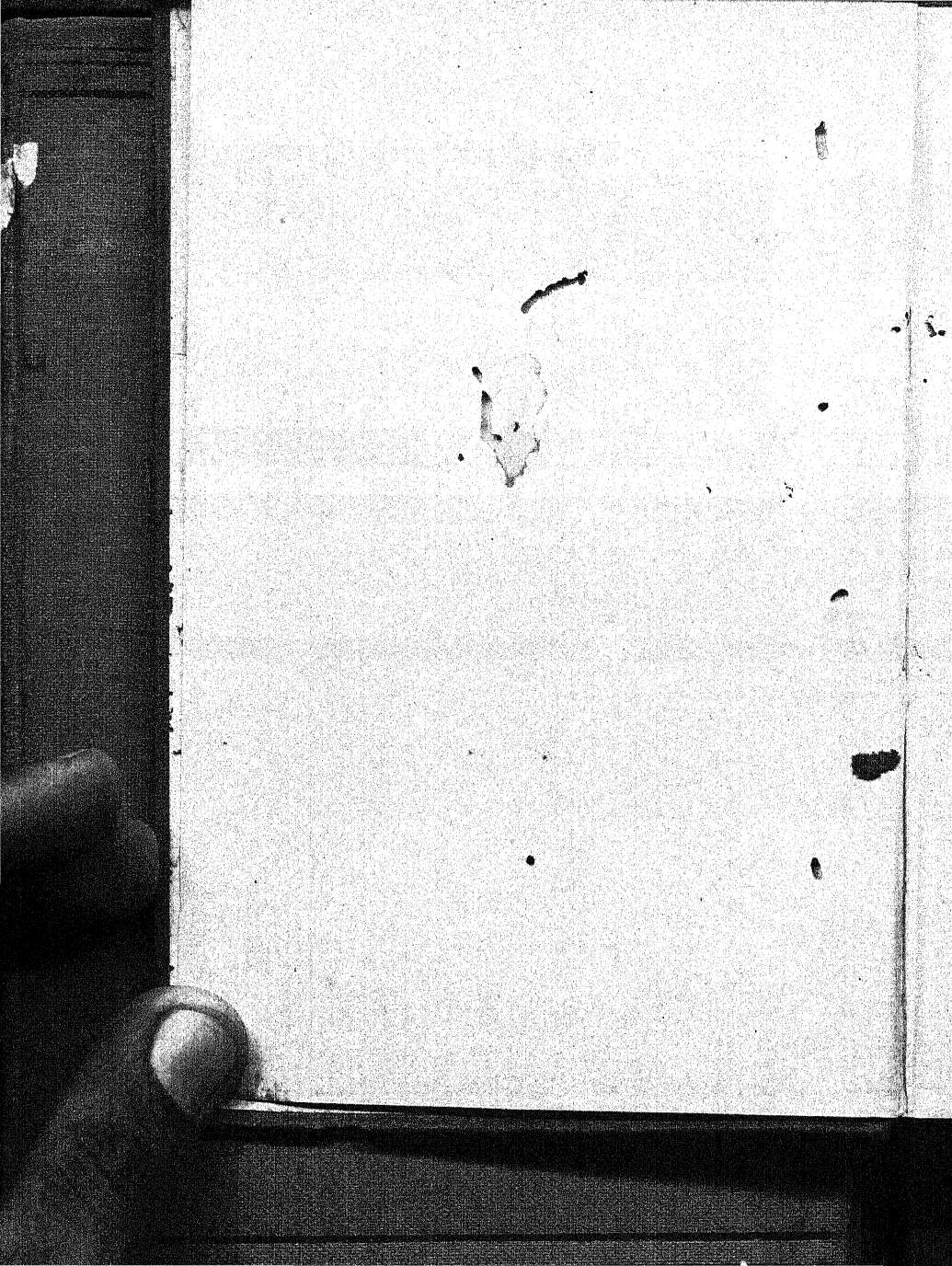


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*W. L. R.*

BRIDGE CATECHISM  
QUESTIONS AND ANSWERS





# BRIDGE CATECHISM

QUESTIONS AND ANSWERS

BY

ROBERT HAMMOND

AUTHOR OF "SCIENTIFIC WHIST CARDS," ETC. ETC.



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## PREFACE

THIS work is intended as a book of reference, when doubtful points arise in actual play or occur to a student of the Game of Bridge.

It is arranged in the form of *Questions and Answers*. The first 60 pages are devoted to the "Laws of Bridge," and by reference to the INDEX following this Preface it is possible to decide a disputed point the moment it is raised, with only a slight pause in the play of the hand.

For instance, a player leads out of turn and it is desired to settle immediately the exact penalty, if any. On reference to the Laws themselves there is found to be no heading of *Lead out of turn* and no indication where to turn to for the Law relating thereto, but on reference to the INDEX there is found :—

	Questions
<i>Lead out of turn</i> . . . .	187-195

and the query can be answered at once.

The Declaration is next considered, and again by reference to the INDEX it is possible to discover

the practice of the leading players when holding any particular combination of cards.

So with the original leads of the Leader (Eldest hand). For instance, a player is in doubt as to whether he led correctly against a No Trumper when holding Ace, Queen, Knave and three small ones, without a certain card of re-entry.

As soon as the hand is over all doubt may be removed by reference to the INDEX :—

*Eldest hand's original leads.*

<i>Suits headed by—</i>	<i>Question</i>
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And so on, almost every question that can possibly be asked as to Doubling, the Play of the hand, Discarding, Unblocking, the Eleven Rule, &c., &c., can be answered by reference to the INDEX.

The Author has no new theories to propound or rules of his own to impose. He has set himself the more modest task of INDEXING the latest practice of the leading Bridge Clubs for the guidance of those who have not the good fortune to play there.

This work is not intended to supersede but rather to supplement the excellent books that have already been published, among which may be mentioned :

“Bridge at a Glance,” by W. Dalton

“Saturday Bridge,” by W. Dalton

“The Laws and Principles of Bridge,” by  
“Badsworth”



"The Laws and Principles of Bridge," by  
"Hellespont"

"London Bridge," by Capt. H. M. Beasley

"Bridge Manual," by R. F. Foster

to all of which the author desires to express his indebtedness.

THE AUTHOR.

*December, 1907.*

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## PREFACE TO THE SECOND EDITION

THE Author desires to express his sincere thanks to those old partners and old antagonists as far afield as Johannesburg, Pretoria, Bloemfontein, Durban, Port Elizabeth, Cape Town, Toronto, New York, Wiesbaden, and Constantinople, who have given him their kindly encouragements to produce a second edition.

He has availed himself of one most important piece of advice, viz. to incorporate the latest

"LAWS OF BRIDGE" verbatim,\*

and has to express his great indebtedness to Messrs. Thomas De la Rue & Company, Ltd., London, E.C., for their kind permission to reprint the Portland Club Rules of which they own the Copyright.

\* See pp. 263-285.

Throughout the Questions and Answers, wherever the word *Law* appears, it refers to one of the above Laws of Bridge.

To these Laws the Author has appended a few notes on

#### DUMMY'S RIGHTS,

see pp. 285-287, in which he sets out some of the latest decisions of the Portland Club in reference thereto.

He desires again to emphasize the advantage of using the INDEX in the case of doubtful points rather than making a search of the Questions themselves.

As an illustration, the Author suggests that the reader should test the ease with which he can obtain a decision on each of the following queries:—

What is to be done when one player is found to have *Less than 13 cards*?

What is the penalty for Doubling *Out of turn*?

What is the penalty for a Declaration *Out of turn*?

What should be *Eldest hand's original lead* from Ace, King, and four small ones?

When is a *Revoke established*?

Is it incumbent upon the adversaries to claim the *Revoke* immediately after it is established?

Once familiar with the INDEX, and with the book handy when giving a Bridge Party, the reader will find that things will go very smoothly.

## UP-TO-DATE PLAY.

The following lines of play, strongly supported by the Author in the first edition of this work, have since become established in the leading London clubs:

- I. Short suit lead with weak Trumps (Q. 541).
- II. Younger hand calls in No Trumps when holding four cards by playing 2nd best in the first round and 3rd best the second round on Honours led by eldest hand (Q. 790).
- III. Younger hand echoes in suit declaration when holding four cards by playing 3rd best in the first round and 2nd best the second round on Honours led by eldest hand (Q. 681).
- IV. Original lead of a small card from four or more. Fourth best in no trumps, and lowest in suit declaration (Q. 531).
- V. Weak and Weak, *i.e.*—
  - (a) Lead of highest of shortest suit in the case of younger hand doubling No Trumps (Q. 417).
  - (b) First Discard from the suit that you do not desire your partner to lead (Q. 769), or—
  - (c) Call in the strong suit that you desire your partner to lead, viz. play a higher card first and then a lower one of the  
+ b

same suit (Q. 773 and 790a), *i.e.* when unable to discard from weakness for fear of uncovering a Queen, etc. (Q. 776).

There have also become established—

VI. Defensive Spade Declaration (Q. 342).

VII. Knave lead from King, Knave 10 (Q. 485).

upon which the Author formerly took an antagonistic view, but with which he now concurs.

### AUCTION BRIDGE.

In the first edition a few pages were devoted to a description of the new game of Auction Bridge as then played at the Bath Club. This game has now assumed such proportions that a number of books have been written upon it by the leading Bridge authorities.

Under these circumstances no useful purpose would be served by retaining in this second edition the meagre description of Auction Bridge which appeared in the first edition, and this is accordingly withdrawn.

### THE AUTHOR.

June, 1912.

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### ERRATA.

- Page 144, par. 490. "King, Queen, Knave, 10<sup>1</sup>" *instead of* "King, King, Knave, 10<sup>1</sup>."  
*Delete the "2" at the end of "King, Queen, Knave, and only one small one<sup>2</sup>."*  
 „ 152, par. 518. "Ace, King alone" *instead of* "Ace, Queen alone."

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# BRIDGE CATECHISM

## THE GAME OF BRIDGE

### (a) *Description*

1. How many can play?      Either two, three, or four.

2. What is the usual number?      Four almost always; and it is the four-handed game to which this book is devoted.

3. What game does it most resemble?      The game of Whist. It is played with the same pack of cards, the cards have the same value, and the tricks are taken in the same way.

Two players play against the other two players in partnership, and the score made is a partnership score.

4. In what respects then does it differ from Whist?      (a) There is no turn-up card. After looking at his cards the dealer



or his partner decides upon the trump suit or whether there shall be "**No Trumps.**"

(b) The value of each trick depends upon the trump suit, or "**No Trumps,**" chosen.

(c) The value can be doubled by the adversaries, and redoubled by the declarants.

(d) After the first card is led the dealer's partner exposes his hand, and it is played by the dealer.

(e) All the points that are made enter into the Rubber Score, whether they exceed those required to win the Game or Rubber, or not.

*(b) How to Become a Bridge Player*

5. What are the steps necessary to become a good Bridge player?

(a) Acquire facility in making sound declarations. ●

(b) Have the correct leads at your fingers' ends.



(c) Play to the score.

(d) Be thoroughly acquainted with the "Laws of Bridge."

(e) Carefully note every card that is played and draw inferences therefrom.

(f) Play the combined game so as to make the best of the 26 cards held by you and by your partner.

(g) Keep your temper and never worry your partner.

(h) Lose cheerfully; win modestly.

(i) Study the best books. The experience of others is a most valuable guide.

6. Which books do you recommend?

There are a host to choose from; but the English Club Game is well set out in the following:—

"Saturday Bridge,"  
W. Dalton.

"Bridge at a Glance,"  
W. Dalton.

"Modern Bridge," by  
"Slam."

"Badsworth on  
Bridge."

"Hellespont on  
Bridge."

"London Bridge,"  
Capt. H. M. Beasley.

(c) *Actual Practice*

7. After getting an idea of the game from the books what should be one's next step?

The cheapest way to learn the game is to look over the hands of a good player and carefully note his tactics.

8. But supposing one is willing to stand one's luck in actual play?

There is no method of improving one's play so certain as plenty of practice in actual play with better players than one's self. It is the sure road to future victories.

(d) *Laws of Bridge*

9. Under what code of Laws is Bridge played

The "Laws of Bridge," as revised by a Joint

in the United Kingdom?

10. When were they drawn up?

11. By whom are they published?

12. Are these "Laws" adhered to in all Clubs? Do they not make local rules, as it were, with regard to Leads, Discards, etc.?

13. How can acquaintance with the "Laws" be best attained?

Committee of the Portland and Turf Clubs.

They were first issued in 1895, then revised in 1904, and came into force in their present form on January 1st, 1905.

Thomas De La Rue & Co., Ltd.

The Laws are treated as absolutely authoritative in every Club in the United Kingdom.

The Conventions as to Leads, Discards, etc., do not set aside any of the "Laws."

Keep a copy of "The Pocket Laws of Bridge" by W. H. Whitfeld in your pocket, and when a doubtful point arises don't shrink from the trouble of referring, at the end of the hand, to the exact Law.

Scrupulously adhere to the "Laws" yourself and expect others to do the same.

*(e) The Rubber*

14. Of what does a Rubber consist?      The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played. (Law 1.)



## SCORING

15. How is the scoring done at Bridge?

By special scoring blocks divided into columns, and having a line drawn across the middle. The tricks are scored below the line, and Honours, Chicane, and Slam are scored above.

16. How many points does a game consist of?

A game consists of 30 points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam. (Law 2.)

17. If any points are made in excess of the 30 points, are they included in the score?

Yes. Every hand is played out and any points in excess of the 30 points necessary for the game are counted. (Law 3.)

18. Then it is hardly exact to say that a game

True. Law 2 might run—



consists of 30 points, as it is possible to score a higher number in one game.

19. What is the value of every trick?

20. Who decides which shall be the Trump suit?

21. By declaration you mean the choice of Trumps or No Trumps?

22. What are the initial values of the various declarations?

A Game consists of 30 points or more, or,

A Game consists of at least 30 points.

That depends upon what the trump suit is or whether the hand is played "**No Trumps**," and also whether the initial value is doubled by the opponents.

The dealer has the first choice, and if he does not desire to exercise it, he leaves it to his partner, who then must make the Declaration. (Laws 47, 48.)

Yes.

A declaration in—

**Spades** counts 2 points

**Clubs** „ 4 „

**Diamonds** „ 6 „

**Hearts** „ 8 „

**No Trumps** 12 „

for each trick above six tricks. (Law 4.)

23. But what about the doubling?

Either of the opponents can double the values, which then become—

<b>Spades</b>	4	points
<b>Clubs</b>	8	"
<b>Diamonds</b>	12	"
<b>Hearts</b>	16	"
<b>No Trumps</b>	24	"

24. Has the declarer the right of re-doubling?

Yes. In which case the values become—

<b>Spades</b>	8	points
<b>Clubs</b>	16	"
<b>Diamonds</b>	24	"
<b>Hearts</b>	32	"
<b>No Trumps</b>	48	"

25. Does re-doubling often occur?

Not often. Because there is no place for "Bluff" in doubling at Bridge, and a sound player rarely doubles without good cause.

26. Can this go on indefinitely?

In the early days of Bridge it could go on indefinitely, but it soon became a custom at the leading clubs to limit the doubled count to 100, and this limit is now fixed. (Law 58.)

27. How are Honours, Chicane and Slam counted?

While they are excluded from counting in the 30 points of which the game consists, their value is entered above the line, and is counted into the score at the end of the Rubber. (Law 10.)

28. How many Honours are there at Bridge?

(a) With a Trump Declaration there are 5, viz., Ace, king, queen, knave, 10.

29. How are Honours reckoned in the case of a Trump Declaration?

(b) With a No Trump Declaration there are 4; viz., 4 aces. (Law 5.)

I. A player and his partner conjointly holding the Honours:—

Five Honours of the trump suit count five times the value of the trump suit trick.

Any 4 Honours of the trump suit count four times the value of the trump suit trick.

Any 3 Honours of the trump suit count twice the value of the trump suit trick. (Law 6.)

II. A player in his own hand holding the Honours :—

Five Honours of the trump suit count ten times the value of the trump suit trick.

Any 4 Honours of the trump suit count eight times the value of the trump suit trick.

Any 3 Honours of the trump suit count twice the value of the trump suit trick. (Law 6).

30. Supposing in the case of a player holding 4 Honours, the player's partner holds the fifth honour, does that score anything?

Yes. The fifth honour counts the single value of the trump suit trick. (Law 6.)

31. So that in the event of 4 Honours being held in one hand and 1 in the other hand they count nine times the single value of the trump suit trick?

Yes. (Law 6.)

32. What are the

I. A player and his



values of the Honours in a No Trump Declaration?

partner conjointly holding—

4 aces count 40 points.

3 aces „ 30 points.

II. A player in his own hand holding—

4 aces count 100 points. (Law 7.)

33. What is Chicane?

If in the case of a trump declaration either of the two partners hold no card of the trump suit, twice the value of the trump suit trick is added to their score above the line. (Law 8.)

34. In the case of the points being doubled, are the values of the Honours and Chicane also doubled?

No. The value of the Honours and Chicane are in no way affected by any doubling or re-doubling. (Laws 6 and 8.)

35. Is it usual to score the Honours immediately on it being seen how they lie?

No. It is usual to score the Honours at the end of the game at the same time as the tricks are scored.

36. Is the same rule observed in the case of Chicane?

Yes.



37. Is it necessary for a player to claim Chicane as soon as he has sorted his cards?

No. It is most irregular for him to do so, thereby intimating to his partner that he has not any of the trump suit. He must wait until this transpires in the course of the play.

38. What is a Slam?

Grand Slam consists in making the whole 13 tricks, and Little Slam the 12 tricks. (Law 9.)

39. Supposing you have made 10 tricks and your opponents have revoked and you claim 3 tricks for the Revoke, do the thirteen tricks give you Grand Slam?

No. The 13 tricks for Grand Slam and the 12 tricks for Little Slam are independent of any tricks taken for the Revoke penalty. (Law 9.)

40. What is counted for the Slams?

Grand Slam counts 40 points. Little Slam counts 20 points; both above the line. (Law 9.)

41. How is the score dealt with when the Rubber is concluded?

At the end of the Rubber the total scores for Tricks, Honours, Chicane, and Slam obtained by each partnership respectively are added

up, 100 points are added to the score of the winners of the Rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the Rubber. (Law 11.)

42. Then it is not correct to fill in the 100 Rubber points either above or below the line until the addition is made of the scores above and below the line?

No. It avoids confusion if you keep to the Law and only bring in the Rubber 100 points after the addition is made of the Tricks and Honour scores.

43. Supposing an erroneous score affecting tricks be proved, can it be corrected?

Yes. Such mistake can be corrected prior to the conclusion of the game in which it occurred. (Law 12.)

44. Supposing an erroneous score affecting tricks be proved after the conclusion of the game in which it occurred, can it not be corrected?

No. Any erroneous scoring affecting tricks must be corrected prior to the conclusion of the game in which it occurred. (Law 12.)

45. Is such game pre-

No. Such game is not

sumed to be concluded when the cards are cut for the next game?

46. But supposing it is the last game of the Rubber and there is no following deal?

47. Does the same rule apply to the score affecting Honours, Chicane, or Slam?

48. If an erroneous score be proved affecting Honours, Chicane, or Slam, is it not possible to correct it at all?

49. When can it be corrected?

• 50. Who usually does the scoring?

deemed to be concluded until the last card of the following deal has been dealt. (Law 12.)

Then the game is deemed not to be concluded until the score has been made up and agreed. (Law 12.)

No.

Yes.

If an erroneous score affecting Honours, Chicane, or Slam be proved, such mistake may be corrected at any time before the score of the Rubber has been made up and agreed. (Law 13.)

In Clubs it is usual for each of the players to keep a scoring block. In family circles the

51. Is not the keeping of four scores rather tedious?

52. But is it really necessary?

53. Is it permissible to draw your partner's attention to the score of the game?

54. Is there any penalty if he does so?

usual plan is to use only two scoring blocks, one player keeping the block for his partnership and another player for the other partnership.

By no means. No time is lost, as each player fills in the score at the same time.

Well, it often proves most useful in case of a dispute as to the score, and it has the immense advantage of constantly reminding each player of the state of the score.

Yes, if you do so before the deal is completed; but a player who has looked at his cards ought not to do so.

None. It is one of the unwritten laws of the game classed under "Etiquette of Bridge" and attached to the "Laws of Bridge."



## THE PARTNERSHIP

### *(a) Who shall Play First ?*

55. If one's Bridge party exceeds 4 or 8, etc., how do you decide who is to play first ?

The players are selected by cutting. Those who cut the lowest cards play first. (Law 17.)

56. Which is the lowest card in cutting ?

The Ace. (Law 14.)

57. Is it necessary that every player should cut from the same pack ?

Yes, in all cases every player must cut from the same pack. (Law 15.)

58. If while cutting is taking place a player exposes more than one card, which is taken as the cut ?

Neither. Should a player expose more than one card, he must cut again. (Law 16.)

### *(b) Cutting for Partners*

59. In the event of there being more than four players, does the cut that decides the "formation of the table"

No. The four players forming the first table cut again to decide who shall be partners. The two  
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also decide who shall be partners?

60. If when they are cutting for partners two players cut cards of equal value, what is then done?

61. But suppose the two cards of equal value are intermediate cards, such as two 10s, the other two cards being a King and a 9. What is then done?

62. But suppose that when the two 10s cut again, one cuts the 4 and the other the 2. Does the one who has cut the 2 become the partner of the one that has cut the 4?

63. In the case of three players cutting cards of equal value and having to cut again, how are the partners settled?

lower play against the two higher. (Law 17.)

If such cards are the two higher or the two lower, a fresh cut is unnecessary to decide who shall be partners, as the two lower play against the two higher. (Law 17.)

The two 10s cut again and the player cutting the higher card plays with the King, and the lower with the 9. (Law 19.)

No. The one who cuts the 4 in the second cut becomes the partner of the one who cut the King originally. The one who cut the 2 goes with the 9.

That depends upon whether the fourth or remaining card is higher or lower than the three similar cards.

For instance:—

If three 10s were cut and the fourth card was a **Knave**, the **Knave** is the "original high card" and the player who cut the **Knave** plays with the highest of the re-cut, the two lower of the new cut becoming partners, the lower of the two becoming the dealer.

If, however, the original cards were three 10s and a 9, the 9 is the "original lowest card," and the one cutting the lowest in the re-cut plays with the one who cut the 9, the one who cut the 9 having the deal, he being the "original lowest." (Law 20.)

64. To make it clear, let us presume that in the case of the knave and three 10s being cut originally, the result of the second cut was a king, a queen, and a 3.

In that case the one who cut the **knave** originally would play with the one who cut the **king**, the one who cut the **queen** playing with the one who cut the 3;

65. Again, supposing in the case of the knave and three 10s being cut, the second cut gave an 8, a 6, and a 2.

66. In the case of the original cut being the three 10s and the 9, who would be partners if the second cut gave the 8, and the 6, and the 2?

67. It seems a bit complicated, but can it be stated succinctly?

the one who cut the 3 becoming the dealer.

This is quite plain sailing because the knave and the 8 play together, and the 6 and the 2; the 2 becoming the dealer.

The 8 and the 6 would play together, and the 2 would play with the 9, it being the original lowest.

Yes. It is extremely well put in Law 20, which runs thus:—

“Three players cutting cards of equal value cut again; should the fourth or remaining card be the highest, the two lowest of the new cut are partners; the lower of those two the dealer. Should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.” (Law 20.)

(c) *Thank you, Partner*

68. Are not one's good play and all one's schemes often upset by one's partner's eccentricities?

69. Can you supply me with some golden rules *re* one's attitude to one's partner?

Yes. It behoves one therefore carefully to note those eccentricities and shape one's play accordingly.

(a) One of the most important studies at Bridge is the study of one's partner.

(b) The first step towards winning the Rubber is to win one's partner's esteem and confidence.

(c) It is of the utmost importance to conciliate one's partner—by correct declarations, sound play, and pleasant attitude.

(d) He who goes out of his way to annoy his partner takes the best means of losing the Rubber.

(e) Don't be constantly laying down the law to your partner as to the proper leads and declarations.



69A. If your partner has irregular methods of leading, etc., is it well to adopt them or to go on playing the orthodox game?

By all means adapt your play to your partner's. Cavendish once told me that his father's capacity for doing this thoroughly constituted him, in his opinion, one of the best players of his day.

*(d) Cross-examination of Partner*

70. Before starting the Rubber, is it proper to cross - examine one's partner as to his method of play?

Most improper, though frequently done. The only two queries which one is entitled to make are those regarding the convention which obtains in that particular circle as to—

(a) The card to lead when one's partner doubles **No Trumps**.

(b) The method of discarding.

71. If one may not question one's partner about the whole of his conventions, how can one find out what they are?

By carefully watching the way he plays his hand.

The cards are the only things that should "talk" at Bridge.

(e) *Consultation with Partner*

71A. Can one player ask the other whether he should play the winning card to a trick?

No. No communication is allowed between the partners as to the play of the hand, whether by word, sign, look, or ejaculation.

71B. But in a friendly game is not a little licence allowed?

Certainly not. Those who indulge in such practices run the risk of being deemed cheats.

71C. Is there no occasion in which the partners can consult with one another?

Yes. They can consult as to the choice of the revoke penalty. (Law 90, I.)

71D. Do the Laws specify any case in which they cannot consult?

Yes. They cannot consult as to doubling or re-doubling. (Law 58.)

## SHUFFLING

72. Who ought to shuffle the cards before the deal at the very beginning of the Rubber?

73. But who has the right to shuffle?

74. How often can a player shuffle the cards?

75. Does the same right extend throughout the Rubber?

76. What is the usual practice at the Clubs at the start of the Rubber?

77. Can the dealer then shuffle the cards?

It is not obligatory upon any one to shuffle the cards.

Each player has a right to shuffle the cards before a new deal, whether it begins a Rubber or not. (Law 30.)

Once only for each deal. (Law 30.)

Yes. Each player has a right to shuffle prior to every deal, and after a false cut. (Law 30.)

The usual practice is for the player on the *ensuing dealer's left* to shuffle the cards, and to place them on the *ensuing dealer's left*.

Yes. The dealer has always the right to shuffle last. (Law 33.)

78. Can the dealer's partner shuffle for him?

Not without the permission of the opponents. (Law 46.)

79. Can the dealer's partner, then, not shuffle at all?

Yes, in his turn, but not again for the dealer without the permission of the opponents.

80. After the Rubber is started, who usually shuffles the cards for the ensuing deal?

The then dealer's partner (Dummy hand) whose duty it is to collect the cards for the ensuing deal, and who then has the first right to shuffle that pack. (Law 31.)

81. Then the officious person who is in the habit of collecting the cards at the end of every hand is offending against the Laws?

Distinctly, and at the same time is constituting himself a nuisance; because if the dealer's partner is left to do the work, things go automatically and smoothly.

82. Is the dealer's partner compelled to shuffle?

No. No one is compelled to shuffle.

83. Where are the cards placed after they are collected or shuffled?

Each player after shuffling must place the cards, properly collected and face downwards, to the left of the player about to deal. (Law 32.)



84. Is there any objection to any one asking at the end of a hand "Whose deal is it?"

None whatever, but the question proclaims the neophyte, because the cards are always lying at the left-hand side of the one whose deal it is. The question, therefore, is quite unnecessary.

85. Is the Dealer's partner (Dummy hand) allowed to shuffle the cards while he is sitting doing nothing?

No. The pack must not be shuffled during the play of the hand. (Law 28.)

86. Is there any Law against shuffling the cards below the table?

Yes. The pack must not be shuffled below the table. (Law 27.)

87. Some people shuffle so that you can see the bottom card. Is there any harm in doing this?

Yes. The pack must not be shuffled so that the face of any card be seen. (Law 27.)

88. When you start with a new pack of cards may you deal it into packets or across the table?

Yes, but not after it has been played with. (Law 29.)

89. If, when the Dealer is shuffling, a card or cards be seen?

Then he may be compelled to re-shuffle. (Law 33.)

## THE DEAL

### (a) *The Dealer*

90. After settling upon the partners is it then necessary to cut for the deal?      No. The original lowest is the first dealer. (Law 17.)

91. If in the original cut for partners two cards of equal value are cut and they are the two lower, which of the two deals?      In the event of two cards of equal value being the two lower, a fresh cut is necessary, to decide which of these two deals. (Law 19.)

92. Suppose in the case already referred to of an original cut of **King, two 10s and 9**, in which the two 10s cutting again cut the **4 and 2**, who deals?      The first deal goes to the "original low card"—viz. the **9**.

93. Are any privileges accorded to the dealer?      Yes. In order to satisfy those who believe in there being luck in cards and seats, the Dealer is given the

choice of which pack of cards he will play with and which seat he will sit in. (Law 17.)

94. Can he change his mind after once having made his selection?

No. Having once made his selection he must abide by it. (Law 17.)

95. The foregoing applies to the original dealer.

There is no more cutting for deal. Each player deals in his turn; the order of dealing goes to the left. (Law 34.)

What is then the procedure?

*(b) Cutting the Cards Before the Deal*

96. Whose business is it to cut the cards before the deal?

The player on the dealer's right. (Law 35.)

97. Who should present the cards for cutting?

The ensuing dealer. (Law 35.)

98. Is there any objection to any player other than the one about to deal presenting the cards for cutting?

The ensuing dealer has the right to shuffle last and no one should try to deprive him of that right by presenting the cards for cutting. It is his business, and his alone, to present the cards for cutting. (Law 38.)

99. What does a cut consist of?

So dividing the cards that there are no fewer than four cards in either packet. (Law 35.)

100. When is a fresh cut necessary?

(a) If in dividing the pack a player leaves fewer than four cards in either packet.

(b) If a card be exposed in cutting, or replacing one of the two packets on the other.

(c) If there be any confusion of the cards.

(d) If there be a doubt as to the exact place in which the pack was divided. (Law 35.)

101. Can the player whose duty it is to cut, cut more than once?

No. When the player whose duty it is to cut has once separated the pack he cannot alter his intention. He can neither reshuffle nor recut the cards. (Law 36.)

102. Can the dealer shuffle the cards again after the cut?

Yes, he may; but if he do so, the pack must be cut again. (Law 37.)

103. If a card be seen

Then the dealer may



whilst giving the pack to be cut?

104. Can the dealer's partner cut the pack for him?

105. If the dealer deals without having had the pack cut to him?

be compelled to reshuffle the cards. (Law 33.)

Not without the permission of the opponents. (Law 46.)

The adversaries can demand a new deal if they claim it prior to the last card being dealt and before looking at their cards. (Law 39, Vol. I.)

(c) *During the Deal*

106. What is the most important thing to think about while the dealing is taking place?

107. Is there any rule against picking up the cards one by one as they are dealt?

108. If in spite of all formalities the wrong person deals?

While the cards are being dealt make a mental note of the score. •

No. But it is a bad habit, as it prevents one demanding a new deal if a card is exposed during the dealing. (Law 40.)

Any one dealing out of turn, or with the adversary's cards, may be stopped before the last card is dealt, otherwise the deal stands good,

and the game must proceed as if no mistake had been made. (Law 45.)

Ditto, ditto.

109. Or the right person deals with the wrong cards?

110. If the same dealer deals twice in succession?

The second deal stands if no objection is raised before the last card is dealt. (Law 45.)

111. Does the player who should have dealt forfeit his deal?

Yes, he does, unless he is next in turn to the player who wrongly deals as in the preceding query. (Law 45.)

112. How are the cards dealt at Bridge?

One by one, beginning at the dealer's left, exactly as at Whist, except that there is no turn-up card.

113. Is there any Law relating to the method of dealing?

Yes. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards. There is no misdeal. (Law 38.)

114. Can the dealer's partner deal for him?

Not without the permission of his opponents. (Law 46.)

115. Supposing that during the deal or during the play of the hand the pack prove to be incorrect or imperfect?

116. Does the fact of the pack proving incorrect or imperfect alter any past score, game, or rubber?

117. If in dealing there is a card faced in the pack?

118. Some players dealing quickly allow the cards belonging to one player to slightly overlap those belonging to another, and then separate them at the end of the deal. Is there any objection to this?

119. If the dealer begins at the wrong place can the cards be shifted round?

120. If the dealer deal two cards to the same hand, can he correct the

There must be a new deal. The dealer deals again. (Law 44.) (Law 39, I.)

No. The discovery simply renders null and void that hand in which the imperfection was detected. (Law 44.)

There must be a new deal. (Law 39, II.)

Yes. Unless the cards are dealt into four packets, one at a time, and in regular rotation, beginning at the player to the dealer's left, there must be a new deal. (Law 39, III.)

No. Should the last card not come in its regular order to the dealer, there must be a new deal. (Law 39, IV.)

Yes. He may. He is allowed to alter the position of one card, but

error by moving one of the cards to the proper hand? only one card. (Law 39, VI.)

121. If after dealing the two cards he deal a third; can he then correct the mistake? No. There must then be a new deal. (Law 39, VI.)

122. If a card be exposed during the dealing must there be a new deal? Not necessarily. It depends upon whether a new deal is claimed. (Law 40.)

123. In the case of a card being exposed in dealing, who can claim a new deal? (a) If either of the dealer's adversaries expose the card, the dealer or his partner may claim a new deal. (Law 40.)

(b) A card similarly exposed by the dealer or his partner gives the same right to each adversary. (Law 40.)

124. Can the claim be made by a player who has looked at any of his cards?

No. (Law 40.)

125. If a new deal does not take place, can the exposed card be called?

No. (Law 40.)

126. Supposing the

Certainly. If either  
D



dealer has contracted the bad habit of slightly turning up the cards when dealing, does his doing so constitute an "exposed card"?

127. Under what circumstances is there a mis-deal?

128. Can any penalty be demanded if the dealer look at the card at the bottom of the pack or at any other card whilst dealing?

of his adversaries can name the card.

There is no mis-deal. If the dealer deals incorrectly he does not lose the deal. He simply deals again. (Law 38.)

Yes. His adversaries have a right to see it, and may exact a new deal. (Law 42.)

*(d) When the Deal is Completed*

129. If one player has more than 13 cards and the mistake be not discovered before he has played any of his cards, what takes place?

130. If a player has less than 13 cards and the others the right number. At what stage

Should a player have more than 13 cards, whether he has played any or not there must be a new deal. (Law 39, V.)

He can demand a new deal before he has played any of his cards. (Law 43.)

can he demand a new deal?

131. If a player does not announce that he has less than 13 cards until he has played any of his cards, what takes place?

132. May he search the other pack for the missing card or cards?

133. If the dealer's partner (Dummy-hand) is the one who omits to announce that he has less than 13 cards, does this make any difference?

The deal stands good, and he is answerable for any revoke or revokes he may have made as if the missing card or cards had been in his hand. (Law 43.)

Yes. He may. (Law 43.)

Yes. Dummy is not subject to the penalty. The game proceeds.

*(e) A New Deal*

134. Are there any other circumstances under which a new deal can be demanded?

Yes. A new deal can be demanded by the adversaries if any consultation takes place between the partners as to doubling or redoubling. (Law 58.)

135. Which of the adversaries can demand

(a) In the event of the consultation with

a new deal in the case of a consultation between partners as to doubling or re-doubling?

regard to doubling or re-doubling taking place between the dealer and dummy, the eldest hand can demand a new deal.

(b) In the event of a consultation taking place between the eldest and the younger hand the maker of the Trump can demand a new deal. (Law 58.)

136. Which is the eldest hand and which is the younger hand?

The eldest hand, sometimes called the leader, is the one on the left of the dealer. (Law 49.)

137. Can the eldest hand consult with the younger hand as to having a new deal?

The younger hand is the eldest hand's partner, called, in the United States, the *Pone*.

No. The demand for a new deal must in both the above cases be made without consultation. (Law 58.)

138. Are there still other circumstances under which a new deal can be demanded?

If any one (not being Dummy) omit playing to a former trick and such error be not discovered

139. Who can then demand a new deal?

140. Supposing Dummy were the one who omitted to play to the former trick, what is the penalty?

until he has played to the next. (Law 87.)

Either of the adversaries. (Law 87.)

None. The Game proceeds and the card not played can be used by Dummy to win a trick, or otherwise. The surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein. (Law 87.)

There must be a new deal—

141. As there must be a New Deal for so many slips, etc., please summarize them.

(a) *Nolens Volens* :—

- I. If pack imperfect.
- II. If any card be faced in the pack.
- III. If the cards be not dealt in 4 packets.
- IV. If the hands require shifting round.
- V. If more than 13



141. (*continued.*)

cards be dealt  
to one player.

VI. If a slip be  
made in deal-  
ing which can  
only be cor-  
rected by  
shifting more  
than one card.

VII. If the cut be  
omitted. •

(b) *If claimed in  
time:—*

VIII. If a card be  
exposed in  
dealing.

IX. If the dealer  
look at a card. •

X. If a player has  
less than 13  
cards.

XI. If a player deal  
out of turn or  
with the  
adversaries'  
cards.

XII. If consultation  
take place  
between the  
partners as to

doubling or  
re-doubling.

XIII. If either the  
Dealer or his  
partner expose  
a card before  
the Trump De-  
claration has  
been made.  
(Law 70.)

XIV. If any one, not  
being Dummy  
omit playing  
to a former  
trick. (Law  
87.)

142. If a player omit  
playing to a former  
trick and a new deal be  
not demanded, what is  
the penalty?

If a new deal be not  
claimed no penalty is  
enforced. The player  
goes on playing with a  
surplus card which at  
the end of the hand is  
considered to have been  
played to the imperfect  
trick, but does not con-  
stitute a revoke therein.  
(Law 87.)

143. To what *time* do  
you allude when you say  
"If claimed in time"?

The *time* differs with  
the different offences.

144. Suppose in the case of VIII one of the last cards be exposed and the dealer completes the deal before there is reasonable time to decide as to a fresh deal?

The privilege is not lost. In this event, reasonable time must be given. (Law 41.)

*(f) A Fresh Pack*

145. If you are playing in a Club are you bound to finish the Rubber with the Cards you start with?

No. Any player (on paying for them) may at any time call for fresh cards. He must call for two new packs, of which the dealer takes his choice. (Law 100.)

146. But supposing the new deal be already in progress?

The new cards cannot be used until the next deal if the deal be in progress or the pack has already been cut for the deal.

147. Supposing your reason for wanting a new pack is that a card is torn or marked?

A card or cards torn or marked must be either replaced by agreement or new cards called at expense of the table. (Law 107.)

*(g) Counting the Cards*

*I. Before you have played a Card*

148. You lay great stress on the necessity of counting the cards.

Yes. Your first duty is to see that you have 13 cards, no more and no less.

149. Suppose you find you have not the right number before you have played a card?

There must be a new deal. (Law 39, V.)

*II. After you have played a Card*

150. Suppose you find you have more than 13 after you have played a card?

There must be a new deal. (Law 39, V.)

151. Does this law apply to the Dummy hand?

Yes.

152. Suppose you find you have less than 13 after you have played a card and the rest have the right number?

Should three players have their right number of cards, the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played,



he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them. (Law 43.)

153. Does this rule apply to the Dummy hand?

No. Dummy is not liable to the revoke penalty as his adversaries see his cards. (Law 68.)

## EXPOSED CARDS

154. What are exposed cards ?

I. Two or more cards played at once.

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it. (Law 73.)

155. Is a card an exposed card if it be dropped on the floor, or elsewhere below the table ?

No. A card is not an exposed card when dropped on the floor, or elsewhere below the table. (Law 72.)

### *(a) During the Cutting*

156. If a player in cutting for partners expose more than one card, what takes place ?

He must cut again.  
(Law 16.)

157. Supposing the

Then the dealer may

dealer in giving the pack to be cut expose a card?

be compelled to re-shuffle. (Law 33.)

158. If in cutting the pack to the dealer a card be exposed?

There must be a fresh cut. (Law 35.)

*(b) During the Shuffling*

159. If during the shuffling the face of any card be seen?

The pack should not be shuffled so that the face of any card be seen, but only the dealer so shuffling incurs a penalty. (Law 33.)

160. Supposing the dealer be the one who exposes a card while shuffling?

Then he may be compelled to re-shuffle. (Law 33.)

*(c) During the Dealing*

161. If any card be faced in the pack?

There must be a new deal. (Law 39, II.)

162. If whilst dealing, a card be exposed by either of the dealer's adversaries?

The dealer or his partner may claim a new deal provided the claim be not made by a player who has looked at any of his cards. (Law 40.)

163. If whilst dealing, a card be exposed by

Then either of the adversaries may claim

either the dealer or his partner?

a new deal provided that the claim be not made by a player who has looked at any of his cards. (Law 40.)

164. If a new deal does not take place, can the exposed card be subsequently called?

No. It is taken into the hand as if nothing had occurred. (Law 40.)

165. If the dealer, before he has dealt fifty-one cards, looks at any card, is there any penalty?

His adversaries have a right to see it, and may claim a new deal. (Law 42.)

*(d) After the Deal is Completed*

166. If either the dealer or his partner expose a card before the trump declaration has been made?

The eldest hand may claim a new deal. (Law 70.)

167. If after the deal is completed any player expose a card before a card is led?

His partner shall forfeit any right to double or re-double, which he would otherwise have been entitled to exercise. (Law 71.)

168. Supposing the card be exposed by the eldest hand, can the

Yes. The dealer can request the eldest hand to lead the card for the



dealer in addition to the above penalty exact any other?

169. Supposing the card be exposed by the younger hand, *i.e.*, the leader's partner?

170. What is meant by the expression "Calling a card"?

171. Is the dealer liable to any penalty if he expose a card before the play begins?

172. Why is the distinction drawn between the cards exposed by the dealer and the dealer's adversaries?

original lead, or can call it subsequently. (Law 71.)

The dealer may call the card subsequently, or instead of calling the card he may require the leader not to lead the suit of the exposed card. (Law 71.)

Insisting upon an adversary playing it to a trick when it is his turn to play.

No. Not if the trump declaration has been made.

Dummy, being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Therefore, he may expose some or all of his cards,<sup>1</sup> without incurring any penalty. (Law 69.)

<sup>1</sup> After the declaration is made.

*(e) During the Play of the Hand*

173. If either of the dealer's adversaries expose a card is there any penalty?

Yes. The card must be left face upwards on the table, and is liable to be called by the dealer whenever he may choose. (Law 72.)

174. But supposing the playing of the card in response to a call would constitute a revoke?

In no case can a player be compelled to play a card which would oblige him to revoke. (Law 83.)

175. If the card be once called fruitlessly, can it be re-taken into the hand?

No. The call of a card may be repeated until such card has been played. (Law 84.)

176. Has the dealer the right to restrain you from playing to any particular trick a card liable to be called?

No. He can call or not call the card, but cannot direct you *not* to play it.

177. If either of the dealer's adversaries hold winning cards as against the dealer and Dummy, is he at liberty to play the cards without waiting for his

No. If he does so his partner may be called upon to win, if he can, the first or any of those tricks. (Law 74.)

partner or the others to play?

178. Can he then re-take the other cards thus improperly played back into his hand?

179. What is the penalty under the above-named circumstances if the partner fail to win the trick, though being able to do so?

180. Is the dealer subject to any penalty if he indicate that any or all the remaining tricks are his?

181. If either of the dealer's adversaries see his way to make the game, and throws his cards on the table face upwards, is he liable to any penalty?

182. But supposing all the players throw their cards on the table face upwards?

No. They are exposed cards. (Law 74.)

He incurs the penalty of a revoke. (Law 79.)

Yes. The dealer may be required to place his cards face upwards on the table, but they are not liable to be called. (Law 75.)

Yes. Such cards are exposed, and liable to be called by the dealer. (Law 76.)

Then the hands are abandoned, and the score must be left as claimed and admitted. (Law 77.)

183. May the hands thus played be examined for the purpose of establishing a revoke?

Yes. But for no other purpose. (Law 77.)

184. If either of the dealer's adversaries detach a card from the rest of the hand but does not quit it, is it treated as an exposed card?

Not unless it can be named. If it can be named, it may be treated as an exposed card and is liable to be called. (Law 78.)

185. Is there any penalty against the dealer if he endeavour to exact the above-named penalty but names the wrong card?

Yes. The dealer is liable to have a suit called when first he or Dummy have the lead. (Law 78.)

186. If one of the dealer's adversaries, being the fourth player, play before his partner, is there any penalty other than treating the card as an exposed card?

Yes. Provided the third hand has not played, the fourth player may be called on to win, or not to win, the trick. (Law 86.)

*(f) Lead out of Turn*

187. If either of the dealer's adversaries lead out of turn, is the card so played treated as an exposed card?

The dealer may elect to treat the card erroneously led as an exposed card, and call it in due course, or he may



call a suit from the player who led incorrectly, or from his partner when it is next the turn of either of them to lead. (Law 80.)

188. What is the penalty if a player when called upon to lead one suit, lead another, having in his hand one or more cards of that suit demanded?

He incurs the penalty of a Revoke. (Law 79.)

189. What takes place if a player called on to lead a suit have none of it?

Then the penalty is deemed to be paid. (Law 85.)

190. Is the same penalty enforceable against the dealer if he lead out of turn?

No. If the dealer lead out of turn either from his own or from Dummy's hand he incurs no penalty. (Law 81.)

191. May the dealer rectify the error at any time?

No. He may not rectify the error after the second hand has played. (Law 81.)

192. If the dealer lead out of turn, may either of the adversaries call

Yes. The remaining adversary may insist upon the error being

upon him to rectify the error, even after the second hand has played to the trick?

193. In that case, if the error be rectified, are the cards played to the false lead treated as exposed cards?

194. If one of the dealer's adversaries lead out of turn, and the other three have followed him, can the dealer then claim the penalty for the false lead?

195. But if only the second, or second and third have played to the false lead, what takes place?

rectified provided he has not played. (Law 82.)

No. In the event of the false lead being made by the dealer they are all taken back. (Law 82.)

No. If all four have played, the trick is completed and the error cannot be rectified. (Law 82.)

Their cards, on the discovery of the mistake, are taken back and there is no penalty against any one except the original offender as named above. (Law 82.)

## THE REVOKE

196. What is a revoke?

It is a revoke when a player (other than Dummy) holding one or more of the suit led, plays a card of a different suit. (Law 89.)

197. Why is it not a revoke if Dummy plays the wrong card?

Because by his play he deceives no one, as his cards are exposed for the other players to see. (Law 68.)

198. If Dummy does revoke, and the error be not discovered until the trick is turned and quitted, what is done?

Nothing. The trick stands good just as it was played. (Law 68.)

199. When is a revoke established?

A revoke is established—

(a) If the trick in which it occurred be turned and quitted; *i.e.*, the hand removed from that trick after it has

been turned face downwards on the table, or,

(b) If either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick. (Law 91.)

Yes. (Law 63.)

200. May the dealer's partner ask the dealer whether he has none of the suit in which he may have renounced in his own hand?

201. May the dealer's partner draw the dealer's attention to his having renounced in the Dummy hand while having one of the suit?

No. (Law 63.)

202. May either of the dealer's adversaries ask his partner whether he has not a card of the suit which he has renounced?

Yes. (Law 92.)

203. If such a question be asked up to what point can the error be corrected?

Should the question be asked before the trick is turned and quit-  
ted, subsequent turning



and quitting does not establish the revoke, and the error may be corrected unless the question be answered in the negative or unless the revoking player or his partner have led or played to the following trick. (Law 92.)

204. Is it incumbent upon the adversaries to claim the revoke immediately after it is established?

No. A revoke can be claimed up to the time of the cards being cut for the following deal; but not afterwards. (Law 97.)

205. Are the claimants of a revoke at liberty to search the tricks in order to discover it?

Yes. They may do so, but only at the end of the hand. (Law 93.)

206. Supposing a player correct his mistake in time to save a revoke, what becomes of the cards that have been played after him?

If a player correct his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. (Law 94.)

207. Supposing the player who corrects his mistake in time be one of the dealer's adversaries, can any penalty be enforced against him?

Yes. The dealer may subsequently call the card thus played in error, or may require him to play the highest or lowest card of the suit to that trick in which he has renounced. (Law 94.)

208. What is the penalty if a player so called upon fail to play as desired?

He incurs the penalty of a revoke. (Law 79.)

209. If the player who corrects his mistake in time be the dealer, can any penalty be enforced against him?

Yes. The eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the dealer's adversaries have played to the current trick; but this penalty cannot be exacted from the dealer when the card played by him is the last one played to the trick, *i.e.* when he is fourth in hand; nor can it be enforced at all from Dummy. (Law 95.)

210. Supposing a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, what takes place?

211. In the settlement of bets on the odd trick, or on the amount of score, are revokes included?

212. What is the penalty for a revoke?

213. What are the 3 penalties for a revoke?

The revoke is established. The mixing of the cards only renders the proof of the revoke difficult, but does not prevent the claim and possible establishment of the penalty. (Law 96.)

Yes. If a revoke occur, be claimed, and proved, bets on the odd trick or on amount of score must be decided by the actual state of the score after the penalty is paid. (Law 98.)

There are 3 penalties for a revoke, and the adversaries at the end of the hand may, after consultation, enforce the one which suits them best. (Law 90, I.)

The adversaries may:—

(a) Either take 3 tricks from the revoking side and add them to their own tricks;

(b) Deduct the value of 3 tricks from the revoking side's existing score; or

(c) Add the value of 3 tricks to their own score. (Law 90, I.)

214. When you say "score," does it mean the trick score below the line or the Honour score above the line.

Whenever "the score" is referred to it means the trick score below the line, *i.e.* the score towards the game.

215. Do the above-named penalties in reference to the 3 tricks exhaust the penalties against a revoke?

No. If after the enforcement of the revoke penalty by the adversaries the revoking side is more than 28 below the line towards the game, their score towards the game must be reduced to 28. (Law 90, V.)

216. Can a penalty for a revoke be divided?

No. It cannot be divided, *i.e.* a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player's score. (Law 90, IV.)



217. Can penalties be claimed for more than one revoke in one hand?

Yes. The revoke penalty can be claimed for as many revokes as occur during the play of the hand. (Law 90, II.)

218. Can any portion of the points earned by revoke be carried forward to the next game?

No. The penalty for a revoke is applicable only to the score of the game in which it occurs. (Law 90, III.)

219. Supposing the revoking side have made Grand Slam or Little Slam, are they at liberty to count this before the penalty for revoke is enforced?

No. In whatever way the penalty may be enforced, under no circumstances can the side revoking score Grand Slam or Little Slam in that hand. (Law 90, V.)

220. Supposing players on both sides subject themselves to the penalty of one or more revokes, can either of them win the game with that hand?

No. Each is punished at the discretion of his adversary, and obviously neither will be permitted to score more than 28. (Law 99.)

221. What is the penalty if any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and other tricks are

The defaulter (not being Dummy) is answerable for all consequent revokes he may have made. (Law 88.)

played before the error is discovered?

222. If during the play of the hand the error be detected, can the former tricks be searched to ascertain whether there be among them a card too many?

223. Please summarize the cases in which the revoke penalty can be enforced for offences other than actual revokes.

Yes. They may be counted face downwards, and if one is found with 5 cards it may be examined and the card restored, the defaulting player being, however, liable for all revokes which he may have meanwhile made. (Law 88.)

(a) If a player, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, he incurs the penalty of a revoke. (Law 79.)

(b) If a player when called on to lead one suit lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke. (Law 79.)

(c) Should a player be playing with less than 13 cards he is answerable for any revoke he may have made as if the missing card or cards had been in his hand. (Law 43.)

(d) If any one play two cards to the same trick, or mix a card with a trick to which it does not belong, and the mistake be not discovered at the time, he is answerable for all consequent revokes that he may have made. (Law 88.)

224. Do these remarks apply to Dummy?

No. Dummy is not liable to any penalty for a revoke as the adversaries see his cards. Should he revoke, and the error not be discovered until the trick is turned and quitted, the trick stands good. (Law 68.)

## THE DECLARATION

### (a) General Advice

225. What should be the first thought of the dealer after counting and arranging his cards?

The state of the Score (see "Playing to the Score").

226. How does the state of the Score affect the Declaration?

Obviously at the score of 28 it would be better to go **Spades** on a safe **Spade** hand than **No Trumps** on a risky **No Trumper**.

227. Or **Clubs** at 26 I presume?

Yes. Certainly.

228. Must one's aim, then, be to win the game even in a poor suit rather than go for making a big score in an expensive Declaration?

Your first aim must certainly be to win the game, and if you can be sure of doing this in **Spades** or **Clubs** preference must be given to one of these suits.

229. Does the state of the Score only affect the

Certainly not. The state of the Score should



Declaration when you affect all your declarations are at 26 or 28?

Remember that one trick will take you out—

In **Spades** . . at 28

In **Clubs** . . . at 26

In **Diamonds** at 24

In **Hearts** . . at 22

In "**No Trumps**" at 18.

230. For further illustrations?

Please refer to "Playing to the Score."

231. Suppose the Score is "Love ALL"?

Even then you must be guided by the state of the Score. If you cannot get to 30, aim at 24, and if that be impossible, aim at attaining at least 6.

232. Why "at least 6"?

Because when your Score is at 6 it requires one trick less to take you out in **No Trumps**, **Hearts**, or **Diamonds** than when your score is below 6.

233. What is the province of the Dealer in making his Declaration?

To attack not to defend.

234. But supposing he has a poor all round hand?

Then his duty is to leave the Declaration to Dummy, whose prime province is Defence.

235. But has not your partner a right to expect that you can give him some assistance if you leave it to him?

Personally I do not think so.

Please refer to the replies under "V. Spades Declaration."

236. What are the general principles that underlie the Declaration when you are the dealer?

(a) When you have a hand considerably above the average make the game as expensive as possible.

(b) If you don't see a probability of making, with your partner's assistance, one or two odd tricks in **No Trumps**, **Hearts** or **Diamonds**, leave it to your partner, to give him a chance of going **No Trumps** or declaring a Red Suit.

(c) Bear in mind that unless you have all the good cards yourself you may reckon on your

partner, on the average, winning 3 tricks.

(d) Don't make a **No Trump** or **Red Suit** Declaration unless the chances of your making two odd tricks are greater than your adversaries making one odd trick.

(e) You can pass the call with confidence if you hold good cards in the two black suits and nothing in the red suits.

(f) Resist the temptation to act on the assumption that the "laws of chance" for just once are going to be suspended in your favour.

237. Should the Score for Honours affect your Declaration?

(a) Except when you hold 4 or 5 Honours in **Hearts** or **Diamonds**, don't let the Honour Score materially affect your Declaration.

(b) Remember that only tricks below the

238. Have you any general advice to give to the maker of the Declaration as to demeanour?

line will win you the coveted 100 of the Rubber Score.

(a) Train yourself to decide upon your Declarations without undue hesitation and with promptness.

(b) Don't play an imaginary tune on the table as if it were a piano.

(c) Don't groan and sigh.

(d) If you have drifted into the bad habit of keeping the table unduly waiting, cure yourself some rainy day by dealing yourself a hundred hands, and making the Declarations quickly.

(e) A good plan, after sorting and counting your cards, is to go quickly through your hand twice and then declare or pass.

(f) On those happy



occasions when you pick up 4 aces and an almost certain Grand Slam, make your Declaration as quietly and deliberately as if you were leaving it to your partner.

(g) Try to wear all the time the same look as you put on when you are being photographed. No one at the table will be able to make much out of that, about the state of your hand or your Bridge feelings.

239. I see that you persistently refer to the Declaration. Is it not more usually termed the Call?

Yes, by those who attach no weight to the fact that in the Laws, the term *Call* is never used but always *Declaration*.

## THE DECLARATION (*continued*)

### (b) Dealer's Choice of Declaration

*At the Score of Love All*

#### I. No Trumps

240. Before declaring **No Trumps**, what is the principal thing to bear in mind?

The probable composition of Dummy. Remember that in a **No Trump** Declaration you have an immense advantage in playing the two hands.

241. And the next?

That it is unsafe to rely upon Dummy having more than an average hand or containing, say, more than 3 tricks.

242. What is your general advice with regard to going **No Trumps**?

(a) Go "**No Trumps**" without hesitation if your hand justify it.

(b) Make the game as expensive as possible when you are fortunate

enough to hold good cards.

(c) More hands are **No Trumper**s than most people realize.

(d) Those players who wait for certainties lose a lot of money while waiting.

(e) Go "**No Trumps**" when you feel certain of the odd trick, in the event of your partner having an average hand and a chance of making 3 tricks in combination with your protective cards.

### *Exception*

243. But supposing you hold a **No Trumper** which, however, contains such strength in a Red Suit that you are certain to win the game by the Red Suit Declaration?

244. Please give an illustration.

Then by all means declare the Red Suit.

See under (b) Choice of Declaration. II. **Hearts.** Heading No. 7.

(f) When in hesitation between a doubtful Red Suit Declaration and a light **No Trump** Declaration, go **No Trumps**.

245. Holding—  
**Hearts—King,**  
**Queen, 10, 7;**  
**Diamonds—Ace,**  
**8, 6;**  
**Clubs—Ace, 5;**  
**Spades—10, 9, 4,**  
**2;**

Ah! This is the hand cited in "Badsworth on Bridge," page 159, as a possible **Heart** Declaration, but I should not hesitate to go **No Trumps** on it.

what would you declare?

246. Let me give you another ("Badsworth," page 160)—

**Hearts — Queen,**  
**knave, 9, 8;**  
**Diamonds — Ace,**  
**10, 3;**  
**Clubs — Queen,**  
**knave, 8;**  
**Spades—King,**  
**queen, 9.**

247. But in both these cases Badsworth calls them **Heart** Declarations.

**No Trumps.**

Yes. And this serves to illustrate the borderland between the **No Trumps** and **Heart**



Declarations. In "Saturday Bridge" W. Dalton gives the same hands as **No Trumpers**.

(g) Make yourself master of the "Robertson Rule." If you are quick at figures you may find it handy when in doubt about your No Trump Declaration.

248. What is the Robertson Rule?

It takes its name from Mr. E. Robertson, who published a book in Calcutta in 1902 on "The Robertson Rule and other Bridge Axioms." He assigned the following value to the Court Cards—

**Ace 7, king 5, queen 3, knave 1.**

249. How can these values be used in making a Declaration?

By never going No Trumps, even when other **No Trump** conditions are fulfilled, unless the aggregate value of the Honours at

250. Please give illustrative hands.

the foregoing computation amounts to 21.

**Hearts**—Queen, 7, 3;

**Diamonds**—Ace, 8,

6, 4;

**Clubs** — King,

knave, 2;

**Spades**—King, 9, 6.

Total value of the  
Honours per Robertson  
Rule, 21.

**Hearts**—Ace, queen,

7;

**Diamonds**—King,

10, 5;

**Clubs**—King, knave,

6, 4;

**Spades**—8, 6, 3.

Total value, 21.

1. *Holding four Aces*

251. Holding 4 aces.

Go "No Trumps"  
with 4 aces, however  
poor the remaining  
cards, for the sake of  
the Honour Score.

*Exception*

252. But supposing     It is better to  
that you are very strong     go **Hearts** and make

in **Hearts** and the 3 other suits have no backing to the aces?

certain of the game than risk losing the game with the **No Trump** Declaration, in spite of the consolation prize of the 100 score above the line.

The first consideration must always be the winning of the Rubber.

253. Do the same remarks apply to a **Diamond** Declaration?

Yes. The same remarks apply to a **Diamond** Declaration if the winning of the game is certain by that Declaration.

254. Holding—  
**Hearts**—Ace, king,  
 knave, 10, 9, 8;  
**Diamonds**—Ace;  
**Clubs**—Ace, queen,  
 5;  
**Spades**—Ace,  
 queen, 3;

what should you declare?

**Hearts.**

This hand is cited by Badsworth, who points out that you might lose two by cards at **No Trumps** if 8 **Diamonds** were against you in one hand and the Queen of **Hearts** doubly guarded.

## 2. Holding four Guarded Suits

255. Holding 4 Guarded Suits.

Go "**No Trumps**" on all 4 suits absolutely guarded (*but see 252*).

256. What are absolutely guarded suits?

Those headed by ace; or king, queen, or queen, knave, 10; or knave, 10, 9, 8.

257. If holding—

Hearts—King, 8, 6;  
Diamond — Ace,  
9, 3;

Clubs—Ace, 8, 4;  
Spades — Queen,  
10, 4, 3;

would you go "No Trumps"?

258. Why should 4 suits absolutely guarded be deemed a good No Trumper?

Because if you find your partner with only one long suit you will be able to use it to its full advantage.

259. Would you go No Trumps on 4 suits absolutely guarded, if the hand did not contain an ace?

Yes. Provided that it contained 4 kings, or 3 kings and a queen knave and others in the fourth suit in both cases, with some backing to the kings.

260. Please give sample hands.

Captain H. M. Beasley in "London Bridge" gives the following hands, holding which, he says, he would always



declare **No Trumps** at the score of Love All.

No. 1.

**Hearts** — King, knave, 10.

**Diamonds**—King, 2.

**Clubs** — King, knave, 9.

**Spades**—King, queen, knave, 10, 3.

No. 2.

**Hearts**—King, 10.

**Diamonds**—Queen, 8, 7.

**Clubs**—King, queen, 10, 3, 2.

**Spades** — King, queen, 8.

### *Exception*

261. In the event of a hand absolutely guarded in every suit containing the 4 or 5 Honours in **Hearts** or **Diamonds**, preference should be given to the Suit Declaration, unless the hand is exceptionally strong.

262. Why should this exception be made?

It all turns upon which declaration will secure the biggest score. If you are certain of making the game in **Hearts**

for instance, and can also score 64 or 80 above the line for Honours, you are better off than scoring, say, 30 above the line for 3 aces in your **No Trump** Declaration and 36 below.

3. *Holding only three Guarded Suits*

263. Holding only 3 aces.

(a) The convention is to go "**No Trumps**" with 3 aces, even with nothing else in your hand; but it is advisable for the dealer to break through this convention if one of the aces has only one small card accompanying it.

264. Suppose, in addition to the 3 aces, the hand contains 5 good Hearts or 6 good Diamonds.

(b) A Red Suit should be declared in preference to "**No Trumps**," unless the hand is otherwise exceptionally strong.

*Examples of (b)*

265. Holding—  
Hearts — Ace,  
queen, 8, 7, 3;

Hearts.

Diamonds—10, 9,  
5;

Clubs—Ace, 7, 3;

Spades — Ace,  
knave;

what would you declare?

266. Holding—

Hearts—9, 4, 2;

Diamonds — Ace,  
king, 10, 7, 6,  
3;

Clubs—Ace, 2;

Spades—Ace, 10;

what would you declare?

267. Holding—

Hearts — Ace,  
king, queen, 9, 4;

Diamonds—10;

Clubs—Ace, king,  
8, 5;

Spades — Ace,  
king, 3;

what would you declare?

268. Holding only 3  
guarded suits, but with  
a queen more than  
average hand.

Diamonds.

Hearts.

(Modern Bridge by  
"Slam").

(c) Go "No Trumps"  
when you hold at least  
a queen more than an  
average hand combined  
with 3 suits well  
guarded, one of them  
containing an ace. Don't

269. But if you have one suit unguarded, do you not run the risk of the adversary's leading it and making 5 or 6 tricks in it?

270. You speak of an average hand. What is an average hand?

271. What are well guarded suits?

let one weak suit deter you.

Yes, you do run the risk, but at the worst they are not likely to make more than 5 tricks in it, and then you come in.

Besides, it may happen that your partner holds strong cards in your weak fourth suit, and then all is plain sailing.

An average hand is one containing the equivalent of ace, king, queen, knave, 10, 9, &c., but in computing an "Average hand" don't count in a single king, queen, or knave, *i.e.*, one not accompanied by another card in the suit, known as a bare king, queen, &c.

Suits may be deemed to be "well guarded" when they contain either—

Ace with one small.



King, queen.

King, 10, and one small.

Queen, knave, 10.

Queen, knave, and one small.

Queen and 3 smalls.

Knave, 10, and 2 smalls.

*Exception to (c)*

272. If the 3 guarded suits contain the 5 or 4 Honours in **Hearts** or **Diamonds**, and the fourth suit is a lean one, preference should be given to the Suit Declaration.

273. Holding only 3 guarded suits, but containing 5 certain tricks?

(d) Go "**No Trumps**" with 3 suits wellguarded if the hand contains 5 certain tricks.

*4. Holding only two Guarded Suits*

274. With 6 black cards, headed by the ace, king, queen, and one other ace.

Go "**No Trumps**."

275. Why?

Because the Honour score in black suits is so small that a "**No Trump**" Declaration is

276. With 4 **Hearts** headed by **ace, king, queen, and ace, king** in some other suit.

277. Supposing you hold two strong four-card suits, one black and one red?

278. Supposing both your strong suits are black ones?

likely to yield a better score.

A **Heart** Declaration is made by some players, but "**No Trumps**" is preferable.

Better pass the declaration, in hopes of a Red Declaration from your partner.

Better pass the declaration, in hopes of a Red Declaration from your partner.

5. *Holding only one Guarded Suit*

279. Supposing you hold a septieme in a black suit, *i.e.* **ace, king, queen, knave, 10, 9, 8**, and nothing else?

280. What makes it so risky?

Some fine players go "**No Trumps**" on this hand, but it is a terribly risky declaration.

Because it usually happens that if one hand contains an abnormally long suit, another hand does the same, and therefore the game may be lost before the dealer gets in to make his 7 cards.

*At Scores other than Love All*

281. Do the above declarations all refer to the score at Love All?

Yes, but when a successful "**No Trumper**" is the only thing to save the game or the rubber, don't hesitate to make a lighter declaration than those named above.

## THE DECLARATION (*continued*)

### (b) Dealer's Choice of Declaration (*continued*)

*At the Score of Love All*

#### II. Hearts

282. When should the dealer declare a Red Suit in preference to No Trumps?

When he sees his way to make 4 tricks in **Hearts** or 5 tricks in **Diamonds** better than 3 tricks in **No Trumps**.

283. As the value of the **Heart** declaration is so high, is it well to plunge a bit and go **Hearts** on rather a light hand at the score of Love All?

No. Certainly not. The people who declare **Hearts** on the slightest provocation are the most dangerous people to have as partners at Bridge.

284. Is it safe to go on 4 with 2 Honours or 5 with 1 Honour, and nothing else in the other suits?

No. Certainly not. The people who go on such calls have not learnt the A B C of Bridge.

285. Then you do not

No. Distinctly not.



believe in a "Defensive Heart" Declaration?

286. But if you leave it to your partner he may go on a Black Suit.

287. Is there any absolute rule to bear in mind with regard to the Heart Declaration?

288. What strength in Hearts justifies the Heart Declaration?

289. What may be deemed to be the equivalent of 5 Hearts, including 3 Honours?

1. *Even with nothing to rely upon in the other suits*

290. With nothing outside the hearts?

Hearts should never be declared "defensively" by the dealer.

A good job too. Unless you hold good cards you cannot make the odd trick; and with a bad hand you want to make the game as inexpensive as possible, instead of obliging your adversaries by making it 8 points a trick.

Yes. The declarant must see 4 tricks certain, with a probable fifth.

Five Hearts containing 3 good Honours, or the equivalent, even with nothing else in hand.

The equivalents are set out below.

It is a Heart Declaration—

(a) With any 7  
**Hearts.**

(b) With 6 **Hearts**  
containing the knave or  
better.

(c) With 5 **Hearts**  
containing the ace, king.

(d) With 5 **Hearts**  
containing the ace or  
king and two other  
Honours.

(e) With 4 Honours  
(for the sake of the  
Honour score).

2. *With some Backing to the Hearts*

291. Supposing you      Then you should de-  
see your way to five      clare **Hearts.**  
probable tricks with  
**Heart Declaration?**

3. *With on practically certain Trick outside the  
Hearts*

292. Suppose the hand      Then you can afford to  
includes one certain trick      go **Hearts on 5 Hearts**  
outside the **Hearts?**      containing 1 Honour less  
than when you have no  
trick outside the **Heart**  
Suit.

293. Taking then (b),  
(c) and (d) above, and  
in each case deducting  
1 Honour, we have ?

- (a) With 6 Hearts.  
(b) With 5 Hearts  
containing only the ace.  
(c) With 5 Hearts  
containing the king,  
knave.  
(d) With 5 Hearts  
containing the queen,  
knave, 10.

4. *With two highly probable Tricks outside the  
Hearts*

294. Under these cir-  
cumstances may one go  
on even lighter Heart  
strength ?

No. The two pro-  
bable tricks should be  
deemed to count the  
same as one certain  
trick.

5. *With three highly probable Tricks outside the  
Hearts*

295. And in this case ?

Lighter Hearts  
justify the call.

It is a Heart Declara-  
tion—

(a) With 4 Hearts  
containing the ace, king.

(b) With 4 Hearts  
containing ace or king,  
and 2 other Honours.

(c) With 5 **Hearts**,  
headed by king or queen.

296. What should  
guide one in deciding  
upon Borderland De-  
clarations?

The probable com-  
position of Dummy's  
hand, and the declara-  
tion that would pro-  
bably come from Dummy  
if the call were passed.

6. *With two Red Suits*

297. If the dealer have  
5 **Hearts** containing  
only the ace, and, say,  
4 **Diamonds** to the ace,  
and nothing in Black  
Suits, what Declaration  
would you recommend?

**Hearts.** If the call  
be passed to Dummy it  
can only lead to a Black  
Suit Declaration, and if  
he have decent Black  
cards you will do well  
with the **Heart** Declara-  
tion.

Ditto.

298. If the hand con-  
tain 4 **Hearts** and 4  
**Diamonds**, each contain-  
ing the ace, king, and  
nothing in Black Suits?

299. If the hand con-  
tain 4 **Hearts** and 4  
**Diamonds**, each contain-  
ing any 3 Honours, and  
nothing in Black Suits?

Ditto.



7. *Fulfilling the conditions of a No Trumper*

300. Supposing the hand fulfil all the conditions of a **No Trumper**?

A strong hand fulfilling all the conditions of a **No Trumper** may often be more safely made **Hearts**.

301. **No Trumpers** upon which it is safer to declare **Hearts**.

In Dalton's "Saturday Bridge" the following illustrative hands are given—

No. 1

**Hearts**—Ace, 10, 8,

7, 6, 2.

**Diamonds**—Ace, 9.

**Clubs**—10, 3.

**Spades** — Ace, knave, 5.

No. 2

**Hearts** — Ace, queen, 10, 5, 4.

**Diamonds** — Ace, knave, 6.

**Clubs**—King, queen, 9, 2.

**Spades**—4.

No. 3

**Hearts**—Ace, king, knave, 6, 2.

Diamonds—7, 3.

Clubs—Ace.

Spades—King,  
knave, 10, 8, 4.

No. 4

Hearts—Ace, queen,  
knave, 9, 5.

Diamonds—7.

Clubs—Queen,  
knave, 10, 4.

Spades—Ace, king, 3.

### 8. Holding seven Hearts

302. Holding 7      It is a Heart Declara-  
Hearts—              tion on any 7 Hearts.

With nothing in the  
hand outside Hearts.

### 9. Holding six Hearts

303. Holding 6      It is a Heart Declara-  
Hearts—              tion—

(a) With nothing in  
the hand outside the  
Hearts.

(a) If the 6 Hearts  
contain the knave or  
better.

304. Holding 6  
Hearts—

(b) With one certain  
trick outside the Hearts.

(b) With any 6  
Hearts.

305. Holding 6  
Hearts—

(c) With 2 highly probable tricks outside the Hearts. (c) Ditto.

# 10. *Holding five Hearts*

306. Holding 5 It is a Heart Declaration if the 5 Hearts contain:—

(a) With nothing in the hand outside the Hearts.

The 4 Honours.

Ace, king.

Ace or king and 2 other Honours.

307. Holding 5  
Hearts—

(b) With one certain trick outside the Hearts.

Ace.

King, knave.

308. Holding 5  
Hearts—

Queen, knave, 10.

(c) With two highly probable tricks outside the 5 Hearts.

Ace.

King, knave, 10.

Queen, knave, 10.

309. Holding 5  
Hearts—

(d) With 3 highly probable tricks outside the 5 Hearts.

King or queen.

310. Holding 5  
Hearts—

(e) With weakness in both Black Suits, but containing 4 Diamonds to the ace. **Ace.**

# 11. *Holding four Hearts*

311. Holding 4 **Hearts—** It is a **Heart** Declaration if the 4 **Hearts** contain—

(a) With nothing in the hand outside the 4 **Hearts.** **Four Honours.**

312. Holding 4 **Hearts—**

(b) With 3 highly probable tricks outside the 4 **Hearts.**<sup>1</sup> **Ace, king.**  
**Ace or king and 2 other Honours.**

313. Holding 4 **Hearts—**

(c) With weakness in both Black Suits, but with 4 **Diamonds** containing the **Ace, king.** **Ace, king.**

314. Holding 4 **Hearts—**

(d) With weakness in both Black Suits, but with 4 **Diamonds** containing 3 Honours? **Any 3 Honours.**

<sup>1</sup> Always presuming that it is not a **No Trumper.**



## THE DECLARATION (*continued*)

### (b) Dealer's Choice of Declaration (*continued*)

*At the Score of Love All*

#### III. Diamond Declaration

315. Is a Diamond Declaration the proper thing if you cannot go "No Trumps" or Hearts?

316. But if one had a long and strong suit of Diamonds?

317. Why should one be backward in declaring Diamonds?

Good players are chary about declaring **Diamonds** as an original call. The Americans never do so.

On a long suit in **Diamonds** and a good hand not good enough for a "No Trumper" it is customary in London Clubs to go **Diamonds** without hesitation.

Because your partner may be able to go **No Trumps** or **Hearts**, and then your good **Diamonds** would prove very useful.

1. *Holding seven or more Diamonds*

318. Holding 7 or more **Diamonds**, and not another trick in the hand? **Declare Diamonds.**

319. But supposing the hand contain 3 **Aces**?

If one of the **aces** be the **Diamond ace** it is doubtless a **No Trump**, but declare **Diamonds** with 7 or more **Diamonds**, even if the hand contain 3 **aces** outside the **Diamonds**, unless it has sufficient all round strength to make a "**No Trump**" Declaration a certainty.

2. *Holding six Diamonds*

320. Holding 6 **Diamonds**—

(a) Without a single trick outside the **Diamonds**?

**Declare Diamonds** if the 6 **Diamonds** are headed by the **ace** or any 2 Honours.

321. Holding 6 **Diamonds**—

(b) With one certain trick or 2 probable ones in the hand outside the **Diamonds**?

**Declare Diamonds** if the 6 **Diamonds** contain any one Honour.

322. Holding 6 **Diamonds**—

(c) With 2 certain tricks or 3 probable ones outside the **Diamonds**?

Declare **Diamonds** with 6, even if they contain no Honour.

323. Holding 6 **Diamonds**—

(d) With 5 certain tricks in your hand?

Declare **Diamonds** with any six, always provided the hand is not a "**No Trumper.**"

324. But suppose the 6-**Diamond** hand contain 3 aces?

It is doubtless a "**No Trumper.**"

### *Holding five Diamonds*

325. Holding 5 **Diamonds**—

(a) Without a single trick outside the **Diamonds**?

Declare **Diamonds** with ace, king, queen of **Diamonds**.

326. Holding 5 **Diamonds**—

(b) With one certain trick or two probable ones in your hand outside the **Diamonds**?

Declare **Diamonds** with 5 **Diamonds** headed by ace, king, or containing any 3 Honours.

327. Holding 5 **Diamonds**—

(c) With two certain

Declare **Diamonds**

tricks in your hand outside the **Diamonds**?

with 5 **Diamonds** headed by 2 good Honours unless the hand is a "No Trumper."

328. Holding 5 **Diamonds**—

(d) With 5 certain tricks in your hand?

Declare **Diamonds** if the 5 **Diamonds** include 2 Honours.

329. Holding 5 **Diamonds**—

(e) To ace, king and such good **Hearts** as will make it highly improbable that Dummy will declare **Hearts**?

Declare **Diamonds** if the **Hearts** are not good enough for a **Heart** Declaration.

*Holding four Diamonds*

330. Holding 4 **Diamonds**, and without a single trick outside the **Diamonds**?

It is not permissible to declare **Diamonds** with only 4 unless they are the 4 Honours, and you have moderate assistance in other suits.

*General*

331. Is one justified in declaring **Diamonds** on the same strength as **Hearts**?

No. Because it takes more tricks in **Diamonds** to win the game.

332. With nearly

Better declare **Hearts**.



equal strength in **Hearts**  
and **Diamonds**?

*Score at Twenty-four*

333. If your score be  
24 and you see your way  
to the odd trick?

By all means go **Dia-**  
**monds.** ("See Playing  
to the Score.")

*At Score of Love All*

#### IV. Clubs Declaration

334. Is it ever advis-  
able for the dealer to  
declare **Clubs**?

It is much better that  
he should leave the De-  
claration to his partner,  
who then has a chance  
of going **No Trumps,**  
**Hearts,** or **Diamonds.**

335. But, supposing  
the dealer hold the  
Quart Major, *i.e.* ace,  
king, queen, knave, in  
**Clubs**?

Even then it is better  
to leave it.

336. But, supposing  
the Quart Major be ac-  
companied by two other  
**Clubs** affording a practi-  
cal certainty of 6 tricks,  
is not an original **Club**  
Declaration defensible?

In the opinion of some  
good players it is; but,  
on the other hand, there  
are an equal number  
who prefer to leave it to  
their partner even with  
this strength.

337. Why?

Because if the partner

goes **No Trumps** the **Club** suit will come in splendidly.

338. Of course these remarks only apply to the Score at Love All ?

Certainly. At other scores when the **Club** Declaration will secure the Game it is quite in order.

*At Score of Love All*

**V. Spades Declaration**

339. Is it proper for the dealer to go **Spades** as a defensive declaration if he have a very bad hand ?

This raises a point upon which there is great difference of opinion.

340. On what side are you in the controversy ?

Being strongly opposed to Defensive Declarations by the dealer, I am opposed to a **Spade** Declaration by him at the Score of Love All.

341. Do you admit no exception ?

If he has not a single **ace, king, queen, knave**, the dealer may venture on a Defensive **Spade** call, but if he hold even only one Honour he had better leave it to his partner.

342. Is this method of play supported by statistics?

Statistics are said to prove that from the play of 100 hands and upwards it should be more profitable to declare **Spades** on a very weak suit than to leave it to your partner.

343. And do not these statistics govern the practice?

No. In spite of statistics to the contrary, there is a strong contingent at the best Clubs whose practice it is to leave it at the score of Love All when they cannot declare **No Trumps, Hearts, Diamonds** or possibly **Clubs**, unless when holding the 4 Honours and a long suit of **Clubs**.

344. What is the great objection to a **Spade Declaration**?

(a) It informs your adversaries that you have an absolutely worthless hand, which is information of great value to them.

(b) It invites them to double you.

(c) It enables them to finesse against you freely.

(d) When the dealer has a bad hand Dummy very often has a splendid hand.

(e) It is so irritating to your partner when you rob him of the chance of declaring a certain "**No Trumper.**"

345. What are the arguments on the other side?

(a) If your partner declare an expensive suit, you will probably lose more than in **Spades** even if doubled.

(b) It is of immense assistance to your partner to know that if you pass the Declaration he may rely upon your being able to give him some assistance.

346. But you apparently do not hesitate to leave it "on nothing"?

Yes. I believe that in the long run it is better to give your partner a chance of utilizing to the full advantage a splendid hand in spite of your apparently worthless one.



## THE DECLARATION (*continued*)

### (c) On passing the Declaration to your Partner

347. What should guide the dealer in passing the Declaration?

(a) At score of Love All—

He should pass the Declaration if he does not see his way to go **No Trumps, Hearts, or Diamonds.**

(b) At an advanced score—

He should pass the Declaration if he does not see his way to make a Declaration that would save or win the game.

348. Should the probable cards held by his partner come into his calculations?

Yes. Before making the Declaration or passing it to his partner, the dealer should consider what his partner is likely

to declare if the call is passed to him, and how that Declaration would suit the dealer's hand and the score.

349. If the dealer does not wish to exercise his option of making the Declaration, is it well to adhere to a formula in passing it to his partner?

Yes. He should say, "I leave it to you, Partner." (Law 48.)

350. Is there any necessity to adhere strictly to the "Laws" in this small particular?

Yes. It is always important to adhere strictly to the Laws.

351. Otherwise than this, is there any harm in making use of other words?

Yes. If once the dealer get into the habit of departing from the strict rule he may unwittingly give his partner a clue to his hand.

352. Please give an instance.

If the dealer, after considerable hesitation, were to say, "After all, I think I shall have to leave it to you, Partner," he would practically intimate that he had a fairly good all-round

353. In the case of the dealer leaving it to partner on a bad hand?

hand, and this would be most unfair.

If the dealer has to leave it to his partner on a very bad hand, he should not repeat the formula in a funereal tone of voice or with a sigh.

354. In the case of his being in doubt?

He should not toy over his hand and say, "Well, Partner, I don't know. Well, I will leave it to you."

**(d) Laws, etc., affecting the Declaration**

355. Is any formula prescribed by the Laws for making the Declaration?

Yes. The dealer, having examined his hand, has the option of declaring what suit shall be Trumps, or whether the hand shall be played without Trumps. If he exercise that option, he shall do so by naming the suit, or by saying "No Trumps." (Law 47.)

356. Is it important

Most important. It

that this formula should be adhered to?

357. Have you any advice to give as to what *not* to say?

358. Supposing while the dealer is considering, the dealer's partner make the "Trump" Declaration, what takes place?

359. Who is the eldest hand?

360. Supposing before the eldest hand makes the demand, he (*i.e.* the eldest hand) has asked permission to play or has doubled?

is most irregular for a player to say, "I think I shall have to go **Hearts, Partner,**" as it may be a warning not subsequently to redouble.

Don't say "Well, Partner, I will venture to make it **No Trumps,**" or, "Well, Partner, let us try **No Trumps,**" or "Partner, let us try *Without.*"

The eldest hand may demand:—

I. That the declaration so made shall stand.

II. That there shall be a new deal. (Law 49.)

The player on the left of the dealer, often called the *leader*. (Law 49.)

Then the declaration wrongly made shall stand. (Law 49.)



361. Supposing the eldest hand say nothing? Ditto, ditto.

362. Supposing before the eldest hand make the demand, the younger hand, *i.e.* the eldest hand's partner, has doubled out of turn, without the eldest hand asking, "May I play?" Ditto, ditto.

363. If the dealer's partner make the "Trump" Declaration before it is passed to him by the dealer, can the dealer not elect to make a Declaration? No. The dealer's partner's Declaration wrongly made must either stand or there must be a new deal. (Law 49.)

364. In the case of the dealer's partner making the Declaration before it is passed to him, can the dealer demand a new deal? No. The new deal can only be claimed by the eldest hand. (Law 49.)

365. Supposing while the dealer is considering his Declaration his partner by mistake says, "I leave it to you, Partner"? The eldest hand may demand—

I. That there shall be a new deal.

II. That the dealer's partner shall himself

make the Declaration.  
(Law 50.)

366. Supposing either of the dealer's adversaries makes the Declaration, what takes place?

The dealer may, after looking at his hand—

I. Claim a fresh deal.

II. Proceed as if no Declaration had been made. (Law 51.)

367. Can a Declaration once made be altered, save as provided above?

No. A Declaration once made cannot be altered. (Law 52.)

368. Supposing the declarant says in practically one sentence, "I go **Hearts** — I mean **No Trumps**," which is deemed to be the Declaration?

The Portland Club Committee have decided that if the declarant makes a slip in speech he is at liberty to correct it, provided that he does it immediately, and in this case **No Trumps** would be deemed to be the Declaration.

### (e) Demeanour

369. Are there any other points connected with demeanour which should be borne in mind?

(a) Avoid giving marked indication of doubt or perplexity.

(b) There ought to be neither intimation of doubt in or reason for

passing the declaration to one's partner.

(c) Nothing ought to be done or said by the declarant which may afford an indication or intimation of the hand which he holds.

(d) Nothing ought to be done or said by the declarant which draws attention to the state of the score.

(e) Take the same short time in passing on a fairly good hand as on a wretchedly bad one.

**(f) Declaration by Dealer's Partner**

See under the heading "Dealer's Partner (Dummy)."

## DOUBLING

### (a) *Laws affecting Doubling*

370. What is the effect of doubling and re-doubling?

The effect of doubling or re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on. (Law 53.)

371. Who has the first right to double after the "Trump" Declaration has been made?

The eldest hand (*i.e.*, the leader) has the first right. (Law 54.)

372. If he does not wish to double what should he say?

He should say to his partner, "May I lead?" (Law 54.)

373. Is it well to adhere to this formula exactly?

Yes. Most decidedly.

374. But is it not usual to name the Declaration by saying "May I lead to 'No

In some circles it is usual, but it is irregular, as the eldest hand should not take the



**Trumps :** May I lead to 'Hearts,' etc.?"

opportunity of asking the question to remind the younger hand what the declaration is.

Yes.

375. And then the younger hand has the right to double?

376. Is there any formula for the younger hand in which to reply to his partner's "May I lead?"

Yes. The younger hand should answer, "Yes," or "I double." (Law 54.)

377. Supposing the younger hand double before the eldest hand has asked the question, "May I lead?"

Then the declarer of the trump shall have the right to say whether or not the double shall stand. (Law 57.)

378. Supposing before the eldest hand has spoken the younger hand says, "May I lead?"

No penalty attaches to this irregularity, though of course the younger hand informs the partner thereby that he has not a doubling hand.

379. But is not the knowledge that the younger hand has not a doubling hand likely to affect the eldest hand's decision as to doubling?

It ought not to affect it, as if the eldest hand doubles he should do so upon the strength of his own hand, without relying upon his partner

380. Can the partners consult between them as to doubling?

381. In the event of such consultation, which of the adversaries has the right to demand a new deal?

382. May he consult with his partner as to having a new deal?

383. If after the deal has been completed and before a card is led any player shall expose a card, is his partner still able to double?

384. When a double has been once made can it be altered?

also having a doubling hand.

No. Any consultation between partners as to doubling entitles the adversaries to a new deal. (Law 58.)

The maker of the "Trump" Declaration. (Law 58.)

No. He must decide without consultation with his partner. (Law 58.)

No. His partner shall forfeit any right to double which he would otherwise have been entitled to exercise. (Law 71.)

No. A doubling once made cannot be altered unless it is a double out of turn to which the adversaries have objected. (Law 61.)

*(b) Laws affecting Redoubling*

385. Who has the first right of re-doubling?

The player who has declared the "Trump" shall have the first right of re-doubling, and if he desires to do so, he must say "I re-double." (Law 55.)

386. Supposing he does not desire to re-double, what should he say?

He should say "Satisfied." (Law 55.)

Supposing he says "Satisfied," has his partner the right to re-double?

Yes. If the player who has made the Declaration does not desire to re-double, and says "Satisfied," then his partner may re-double. (Law 55.)

387. If either the declarer or his partner re-double, can their adversaries continue the process?

Yes. The re-doubling can be continued until the effect of the re-doubling brings the points up to a figure beyond 100. (Law 58.)

388. Does that mean that if **Hearts**, for instance, are doubled and re-doubled, say, up to

No. If **Hearts** reach 64, the effect of another re-double is to bring the points up to 100,

64, another re-double can carry them to 128, and then the doubling ceases?

389. Who has the first right of re-doubling the original re-double?

390. Supposing, however, he does not desire to continue the doubling?

391. And in the event of the re-doubling being continued?

392. Supposing any player re-double out of turn?

393. Then an out of

which must never be exceeded. (Law 58.)

The first right to continue the re-doubling on behalf of the partnership belongs to that player who originally doubled. (Law 58.)

He must say "Satisfied," and the right to continue the re-doubling passes to his partner. (Law 58.)

The first right to continue belongs to the player who last re-doubled, who, in his turn, can say "Satisfied," and leave it to his partner to continue the re-doubling, should he so desire. (Law 58.)

The adversary who last doubled shall decide whether or not such double shall stand. (Law 58.)

Yes. If any double



turn double, or re-double, may stop the process of doubling entirely?

394. But supposing it be accepted?

395. Can there be any consultation between the partners as to re-doubling?

396. Which of the adversaries has the right of making the demand?

397. But supposing the adversaries of the dealer be the transgressors?

398. In each case must the demand be exercised without con-

or re-double out of turn be not accepted by the adversaries there shall be no further doubling in that hand. (Law 58.)

Then the process of re-doubling may continue as described above. (Law 58.)

No. Any consultation between partners as to re-doubling entitles the adversaries to a new deal. (Law 58.)

In the event of the consultation taking place between the maker of the "Trump" Declaration and his partner, the eldest hand has the right of demanding a new deal. (Law 58.)

Then the maker of the "Trump" Declaration has the right to demand a new deal. (Law 58.)

Yes. (Law 58.)

sultation with the partner?

399. Supposing the eldest hand lead before his partner has said whether he desires to re-double?

400. Supposing the eldest hand lead before his adversaries have stated whether they desire to re-double?

401. When a re-double has been made, can it be altered?

402. If after the deal has been completed, and before a card is led, any player shall expose a card, is his partner still able to re-double?

Then his partner can only re-double with the consent of the adversary who last doubled. (Law 59.)

Then such lead shall not affect the right of either adversary to re-double. (Law 59.)

No. A re-doubling once made cannot be altered, unless it be a redouble out of turn to which the adversaries have objected (Law 61).

No. His partner shall forfeit any right to re-double which he would otherwise have been entitled to exercise. (Law 71.)

(c) *General*

403. When should one begin to think about doubling?

As soon as you have counted and sorted your cards you should

decide whether you will double any particular Declaration.

Being prepared beforehand for any eventuality will obviate the necessity of twisting and turning and keeping the table waiting and unfairly giving information to your partner.

The state of the score.

404. What should be the main consideration in doubling?

404A. What are the guiding principles about doubling?

(a) Bluff has no place in Bridge as it has in Poker.

(b) Don't double lightly.

(c) Don't double at all, unless you are prepared to be redoubled.

405. Please give instances.

(a) If you are 24 and your opponents are 4, it is obviously folly to double **No Trumps, Hearts, Diamonds or Clubs**, unless on a dead certainty.

(b) If you are 4 and your opponents are 24, you do no harm in risking a Double in **Hearts** or **Diamonds**.

(c) If you are 22 and your opponents are 24, one trick will win you the game by doubling **Diamonds**, but not otherwise.

(d) If you are 26 and your opponents 24, it would be unwise for you to double **Clubs**, unless on a dead certainty.

406. What may one take as a maxim?

(a) If your score be high and that of your opponents low, doubling may be much more useful to them than to you.

(b) Doubling may win you the game when your score is low and that of your opponents high.



*(d) Doubling No Trumps**I. By the Eldest Hand*

407. What cards justify a double at **No Trumps**, by the eldest hand, at the score of Love All.

(a) A long suit of 7, headed by **ace, king, queen**.

(b) A long suit of 6, headed by **ace, king, queen** and one other **ace**.

408. If the dealer's score be 18 or over?

The eldest hand is justified in doubling on 6 certain tricks.

409. But supposing the score be 18 or over in your favour?

There be no need for you to double, as one trick will take you out.

*II. By the Younger Hand*

410. What justifies a double by the younger hand at **No Trumps**?

At score of Love All, a long suit of 6, headed by **ace, king, queen**.

At any score, a long suit of 7, headed by **ace, king, queen**.

411. Why should the younger hand double with only 6 certain tricks at the score of Love All?

Because otherwise his partner will certainly not lead that suit, whereas if he does so the game is saved.

412. If the younger hand double on a long and strong suit is it not very risky to chance the eldest hand leading that suit?

Not so risky as it appears. The eldest has probably only got one or two small ones of the younger hand's long suit. He knows that this must be the suit on which the younger hand has doubled, and he leads accordingly.

413. Has this become an invariable rule?

Yes. Unless the **Heart** Convention obtains, the eldest hand leads the highest of his shortest suit, in the case of a double by the younger hand.

414. What is the **Heart** Convention?

In the United States the prevailing custom is for the younger hand not to double unless his long suit is **Hearts**, or unless he holds the ace of **Hearts**.

415. Where the **Heart** Convention is adopted, you, of course, lead your highest **Heart**?

Yes.

416. Is it only adopted in the United States?

No. It is also played in many English clubs.

417. What is, however, known as the English lead to a partner's double at **No Trumps**?

418. Suppose the eldest hand holds—

**Hearts—Queen, 7;**

**Diamonds—10, 6, 3;**

**Clubs—King, 8, 5;**

**Spades—Queen,**

**10, 9, 7, 4;**

which card should he lead if his partner has doubled **No Trumps**?

419. Suppose the cards were—

**Hearts—Queen, 7;**

**Diamonds—10, 6, 3;**

**Clubs—Ace, 8, 5;**

**Spades—Queen, 10, 9, 7, 4;**

what should he lead if his partner has doubled **No Trumps** under the English Convention?

420. Supposing it transpired that the Dummy contained **ace**, king of **Diamonds**?

The highest of the shortest suit.

### **Ten of Diamonds.**

It is true that **Hearts** is his shortest suit, but it contains the **queen**, and his partner is almost certain to hold the tierce major (**ace, king, queen**) of the long suit on the strength of which he has doubled.

The **ace of Clubs**, in order to give him a chance of seeing Dummy and so make sure of his partner's suit.

Then he must follow the **ace of Clubs** with the **queen of Hearts**.

421. Supposing eldest hand held 2 short suits, say—

Hearts—8, 7;

Clubs—7, 6;

which should he lead?

422. Reverting to the “Heart” and “Highest of the shortest” conventions, which do you prefer?

423. Why?

424. But what about the “Highest of the shortest” arrangement?

When in doubt he should always lead a Red Suit in preference to a Black one, as the probability is that the dealer is not strong in the Red Suit.

Decidedly the “Highest of the shortest.”

Arrangements beforehand to have certain suits led in certain eventualities are opposed to the best spirit of the game.

That is exactly what a good player would lead without any compact with his partner.

*(e) Re-doubling at No Trumps*

425. Under what circumstances can the declarant re-double?

(a) Declarant can re-double when he has seven absolutely certain tricks in his hand, whatever suit may be led.



426. Please give an illustration of (b).

(b) If the declarant sees that he can block the doubler's suit.

Suppose declarant holds—

Hearts—Ace, 4;

Diamonds—King, 7;

Clubs—Ace, king, queen, 6, 5;

Spades—Knave, 8, 7, 2

(*Vide* Foster's "Bridge Tactics").

Here declarant sees that he can block the doubler's spade suit. He therefore re-doubles.

427. And what about re-doubling the re-double?

Be very chary about carrying the doubling further if your adversaries re-double, because the re-doubler is probably guarded in every suit.

#### (f) *Doubling a Suit Declaration*

428. Under what circumstances does one usually double a Suit Declaration?

(a) Holding at least 4 trumps with 2 Honours over the declarant, and seeing

one's way to 5 certain tricks or fairly certain to 6.

(b) Holding 3 tricks in the trump suit, 2 other certain tricks and another probable one, *i.e.*, 5 certain and 6 probable.

(c) With 4 certain tricks in your hand you may safely double a Spade Declaration by the dealer.

(d) When a trump lead from your partner through Dummy's Declaration would probably save the game.

429. Does this apply to **Spades**, when declared by Dummy?

No. In the case of **Spades** with a thumping good hand you may double with only 3 **Spades**.

430. Is it not generally safe to double **Spades** when declared by dealer's partner?

Not always; but with 3 containing 2 Honours you may double **Spades** more freely than other suits.

431. Though at 4 a trick not much harm can be done?

True; but if redoubled the value becomes 8 points a trick and Spades are then as expensive as Hearts.

432. What are the principal things to bear in mind in connection with doubling a Suit Declaration?

(a) It is rarely safe to double unless your hand is over that of the declarant.

(b) Don't double unless you are prepared to have a trump led to you.

(c) Don't double unless you are prepared to stand the re-double.

(d) The younger hand can often advantageously double Dummy's Declaration.

(e) Doubling gives the dealer a great advantage in playing the hand, in indicating to him where the strength lies.

433. When is a risky double permissible?

When your adversaries only want one trick to take them out and you want more, such as—

434. When is anything but a dead certain double most unwise?

**Spades** Declaration  
—You 20. They 28.  
**Clubs**—  
You 20. They 26.  
**Diamonds**—  
You 20. They 24.  
**Hearts**—  
You 20. They 22.  
When the odd trick would not take your adversaries out and a doubled trick would, such as—

**Spades** Declaration  
—Their score 26;  
**Clubs**—  
Their score 22, or 24;  
**Diamonds**—  
Their score 18, 20, or 22;  
**Hearts**—  
Their score 14, 16, 18, or 20;  
**No trumps**—  
Their score 6 to 16.

435. What should be your original lead when younger hand has

It is almost always right to lead your highest trump.



doubled a Suit Declaration by Dummy?

436. Why?

Your partner is presumably strong in the suit and he plays after Dummy, so you can safely lead through his strength.

437. But in the event of younger hand doubling a **Spade** Declaration by Dummy?

You are not bound to lead him a **Spade** unless the lead suits your hand.

*(g) Redoubling a Suit Declaration*

438. When is a re-double justified?

(a) Declarant can re-double when he has 7 absolutely certain tricks in his hand.

(b) If your partner's Declaration is doubled, and you hold 3 certain tricks outside trumps, you can safely re-double.

439. When is it risky?

It is rarely safe to re-double when the doubler is over you, as in this position you are probably 2 tricks worse off than when the positions are reversed.

## PLAY OF ELDEST HAND

### i.e. Leader

#### (a) *General*

440. Which is the eldest hand?      The eldest hand is the player on the left of the dealer (Law 49).

441. Why eldest hand?      This is a term formerly used in Whist and originally adopted from Piquet, where one of the two hands is called the elder and the other the younger.

#### (b) *During the Deal*

442. Has eldest hand anything to bear in mind while the dealing is taking place?      Yes. He should make himself acquainted with the score.

443. Has he any duties to perform?      Yes. He must watch the dealing, in case any penalties have to be enforced.

444. What penalties can be enforced during the dealing?

There are two penalties which may be enforced during the dealing—

(a) If whilst dealing, a card be exposed by the dealer or his partner, either the eldest hand or younger hand may claim a new deal. (Law 40.)

(b) If the dealer, before he has dealt 51 cards, looks at any card, either the eldest hand or the younger hand have a right to see it, and may exact a new deal. (Law 42.)

*(c) Deal Completed and before Declaration made*

445. What is the eldest hand's first duty after sorting out his cards?

To count them, and make a mental note of the score.

446. And his second duty?

To decide whether he will double in the event of a particular Declaration being made.

447. Are there any penalties enforceable by

No. The only penalties at this stage are

both the eldest hand and younger hand after the deal is completed and before the Declaration is made?

448. Which are they?

those which are enforceable by the eldest hand alone.

(a) If the dealer's partner make the "Trump" Declaration without receiving permission from the dealer, *the eldest hand* may demand—

I. That the Declaration so made shall stand.

II. That there shall be a new deal. (Law 49.)

(b) If the dealer's partner pass the Declaration to the dealer, *the eldest hand* may demand—

I. That there shall be a new deal.

II. That the dealer's partner himself shall make the Declaration. (Law 50).

(c) If after the deal has been completed, and before the "Trump" Declaration has been made,



either the dealer or his partner expose a card from his hand, *the eldest hand* may claim a new deal. (Law 70.)

(See "Enforcement of Penalties.")

449. Can the younger hand remind the eldest hand of his right to enforce any of the above penalties?

No. Should the partner of the player solely entitled to exact a penalty suggest or demand the enforcement of it, no penalty can be enforced. (Law 103.)

(d) *After Declaration made and before  
Card Led*

450. Is there anything special to remember before the original lead is made?

Eldest hand must first consider whether he will double (see under "Doubling." Then he must take care not to lead until he has said, "May I lead?" and until that question has been answered by his partner in the affirmative.

*(e) In the event of Doubling*

451. But suppose doubling takes place? Then he must not lead until the player who has the last right to continue the doubling expresses himself satisfied. (Law 59.)

452. Suppose the eldest hand does lead before the doubling is completed? Then his partner may redouble only with the consent of the adversary who last doubled, but such lead shall not affect the right of either adversary to double. (Law 59.)

453. Suppose the younger hand lead by mistake before the eldest hand does? After the Dummyhand is exposed the dealer may either call a suit from the eldest hand or may call the card erroneously led when it is the younger hand's turn to play. (Law 80.)

454. Are any penalties enforceable by the eldest hand during the doubling? Should the dealer or his partner redouble out of turn, the adversary *i.e.*, either the eldest or the younger hand) who last doubled shall decide

whether or not such  
double shall stand.  
(Law 58.)

*(f) During the Play of the Hand*

455. Have you any  
hints to give as to the  
play of the hand?

Note carefully your  
partner's play and try  
to draw inferences as to  
his hand.

456. Please give in-  
stance.

Against a Trump  
Declaration if you play  
**King**, from **Ace**, **King**  
and others and he puts  
on the **9** he has prob-  
ably not more than  
two cards in the suit.  
Watch therefore what he  
puts on your ace.

If he play the **2** you  
know he has no more  
and is desirous that  
you should lead the suit  
again (see "The Call)."

457. Does the same  
argument apply to the  
"**No Trump**" game?

To the extent of not-  
ing your partner's play,  
Yes.

458. But does the play  
against a **No Trumper**  
of the **9** before the **2**

No. If your partner  
plays the **9** you presume  
that he is beginning to

indicate 2 only, as in the Suit Declaration game?

458A Any other hints?

unblock in the suit, and when he plays a lower card you know that he held at least 4 cards originally. (See "Unblocking.")

(a) Your first consideration must be how to save, not how to win the game.

(b) Bear in mind how many tricks your side must make to save the game, and go for these tricks hip and thigh.

(c) Note carefully—

(i.) The discards of both your partner and the dealer. (See heading "Discarding.")

(ii.) The card your partner leads if he opens a new suit when he gets in.

(d) If there be any danger of Dummy establishing a long suit against you, try to deprive him of his card or cards of re-entry.



(e) If Dummy hold a **Singleton** and an early chance of discarding it, you should lead that suit in order to give your partner a chance of making his ace if he happens to hold it.

(f) If Dummy hold a **Singleton** and no early chance of discarding it, don't be in a hurry to get rid of an **ace** in order to draw it.

(g) Cover an Honour led by an Honour, unless you know that the dealer has not another card of the suit to lead to Dummy.

(h) It often pays to lead through strength in Dummy, or through a Honour singly marked, or through a tenace.

(i) When Dummy has no good cards in your strong suit, try to put the lead into your partner's hand, so that your

partner may lead through the dealer's hand up to yours.

(j) Holding a **tenace** in your own hand, it often pays to put the lead into Dummy's hand so that you may be led up to by Dummy.

## ORIGINAL LEAD OF ELDEST HAND

459. What should be the eldest hand's original lead?

That depends upon:—

(a) Whether No Trumps are declared or whether a Suit Declaration is made.

(b) And in the latter case whether the Declaration was made by the Dealer or by the Dummy.

### I. Against a No Trump Declaration

460. What is the principle that should guide the eldest hand in the choice of the opening suit against a No Trump declaration?

He must choose the line of play that will best contribute to saving the game, *i.e.*, with the opponents' score at Love All he must try to make sure of 5 tricks.

461. Why should his

Because with a sound

aim not be directed to winning the game?

462. But does it not sometimes happen that the Leader finds himself with overwhelming strength in the suit that the **No Trump** declarer is short of?

463. But if the eldest hand have not an exceptional hand you say that he devotes his attention to saving the game. How is this best attained?

**No Trump Declaration** there is rarely any chance of the adversaries winning the game.

Yes, and in that happy event he does all he can to win the game.

(a) By leading from his longest suit.

(b) By unblocking in that suit if it turns out that his partner is stronger in it than he is.

(c) By carefully watching the discards, especially those of his partner, in order to guide him what suit to open when his suit is exhausted.

(d) If he has no card of re-entry he should be chary about denuding himself of the high cards of his long suit unless



he holds complete command or unless that is the only way to save the game.

(e) He may safely reckon that if his partner holds **ace** and one small he will play the **ace** on his **king** lead, or if he holds **king** and one small the **king** on his **queen** lead.

(f) He should play on the certainty that if his partner takes the trick he will at once return the suit to him if he has one of it.

(g) Having 3 Honours, it is generally right to lead one of them (but see below).

464. Suppose the eldest hand happen to hold a long suit headed with good cards, which card should he lead?

That depends upon two things—

I. Whether the hand contains a *certain card of re-entry*.

II. The number of cards in the *long suit*.

465. How does the

Because if two rounds

possession of a *certain card of re-entry* affect the lead?

does not exhaust the high cards held by the adversaries, and on the third the eldest hand loses the lead, he still has an almost certain chance of getting the lead later on with his card of re-entry, and making all the remaining tricks in his long suit.

466. But without a certain card of re-entry, how does the *length of your suit* affect your lead?

If you have, say, a long suit of 6 cards headed by **ace, king**, you cannot expect to exhaust the adversaries' cards in 2 rounds, and must therefore lead a small one, trusting to your partner to put you in if you have no card of re-entry.

467. Yes. But will he not be certain to do this as soon as he gets in?

Certainly he will, provided that he has a card of the suit left.

468. If you have 6 in suit, you may fairly reckon upon his having 2 originally?

Yes, but if you play out, say an **ace and king**, he is bereft of any chance of putting you in.

469. Then it would

It depends entirely

appear never advisable to play out your high cards first?

upon the length of the suit.

Supposing, for instance, the suit is headed by **ace, king**—

(a) If it contain 7 cards, you may venture to play out the **ace** and **king** on the very probable chance of drawing out the adversaries' high cards in the 2 rounds, thus enabling you to make the whole 7 tricks right off;

(b) If it only contain 5 or 6 cards, you cannot draw the adversaries' high cards in the 2 rounds. You must therefore lead the **fourth best**.

## ORIGINAL LEAD OF ELDEST HAND (*continued*)

### I. Against a No Trump Declaration (*continued*)

#### Fourth Best Lead

470. What is meant by leading the **fourth best**?

The fourth in value from the top card in your hand. For example, the 7 from ace, king, 9, 7, 4.

471. I thought that the **fourth best** lead had been discontinued by Bridge players?

Not in the case of the lead against "**No Trumps**," where it assumes great importance.

472. In what way is it important?

In the information which it conveys to the younger hand.

473. What does the **fourth best** lead tell the younger hand?

It tells him two things—

(a) That the leader has no combination of high cards.

(b) That he has 3



474. But how can he form an idea of what those 3 cards are?

475. How does this help?

476. Suppose the card led is the 7; let me see how that enlightens the younger hand.

cards higher than the one led.

Very shrewdly. If you deduct the number of the pips on the card from 11 (for the reasoning see heading "Eleven Rule"), this gives the number of cards higher than the one led not held by the leader.

The younger hand examines his own hand and that of Dummy to see how many are visible, and he may see the whole number.

He deducts the 7 from 11 (see heading "Eleven Rule"), and he knows that there are 4 cards higher than the 7 not held by his partner. Suppose he sees knave, 9, 6, 2, in Dummy, and that he himself holds king, 10, 3, all the 4 are accounted for, and he therefore knows that his partner has remaining

477. To follow up this illustration, how does this knowledge affect the younger hand's play?

478. Supposing Dummy plays the 2, does the younger hand still play the 10?

the ace, queen, 8, and possibly a small one or small ones in addition.

Knowing that the fourth hand does not hold a higher card than the 7, he can safely hold up his king in the event of Dummy playing a small one. In that case, he wins the trick with the 10, then leads his king, and the opponents do not score a trick in the suit, though Dummy held knave and 3 others.

Yes. In order to get rid of his high cards, and have a small one left to put his partner in with. (See heading "Unblocking.")

## ORIGINAL LEAD OF ELDEST HAND (*continued*)

### The Correct Card from various Combinations

#### (1) Without a Certain Card of Re-entry

479. Without a certain card of re-entry, what should the eldest hand lead against a **No Trump** Declaration if he holds—

He should lead as follows:—

#### *Suit headed by Ace, King*

480 Ace, king, queen, knave ? <sup>1</sup>	Knave.
Ace, king, queen ? <sup>1</sup>	Queen.
Ace, king, knave, and 4 small ones ? <sup>2</sup>	King.
Ace, king, knave, and less than 4 small ones. <sup>1</sup>	Fourth best.

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.

Ace, king, and 5 small ones. <sup>2</sup>	King.
Ace, king, with less than 5 small ones.	Fourth best.
Ace, king, knave, 10. <sup>1</sup>	Knave.

*Suit headed by Ace, Queen*

481. Ace, queen, knave, 10, and 3 small ones. <sup>2</sup>	Ace.
Ace, queen, knave, 10, and less than 3 small ones.	Queen.
Ace, queen, knave, and 4 small ones. <sup>2</sup>	Ace.
Ace, queen, knave, and less than 4 small ones.	Queen.
Ace, queen, 10, and 4 small ones. <sup>2</sup>	Ace.
Ace, queen, 10, and less than 4 small ones.	Fourth best.
Ace, queen, and 6 small ones. <sup>2</sup>	Ace.
Ace, queen, and less than 6 small ones.	Fourth best.

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.



*Suit headed by Ace, Knave*

482. Ace, knave, 10.<sup>1</sup> Knave.  
 Ace, knave, and small Fourth best.  
 ones.

*Suit headed by Ace only*

483. Ace, without any Fourth best.  
 other Honour.

*Suit headed by King, Queen*

484. King, queen, 10.  
 knave, 10.<sup>1</sup> 10.  
 King, queen, knave, Knave.  
 and 2 small ones.<sup>2</sup>  
 King, queen, knave, King.  
 and 1 small one.  
 King, queen, 10, and King.  
 3 small ones.<sup>2</sup>  
 King, queen, 10, and Fourth best.  
 less than 3 small ones.  
 King, queen, and 5 King.  
 small ones.<sup>2</sup>  
 King, queen, and less Fourth best.  
 than 5 small ones.

*Suit headed by King, Knave, Ten*

485. King, knave, 10 or knave, accord-  
 10.<sup>1</sup> ing to the convention of

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.

the Club at which you are playing. I prefer the old Whist lead of the 10 in order to distinguish it from the ace, knave, 10 lead of knave, though it is urged that the knave lead from king, knave, 10, helps to perplex the dealer.

*Suits headed by Queen, Knave*

486. Queen, knave,	Queen.
10. <sup>1</sup>	
Queen, knave, 9. <sup>1</sup>	Queen.
Queen, knave, and small ones.	Fourth best.

*Other Combinations*

487. Knave, 10, 9. <sup>1</sup>	Knave.
10, 9, 8. <sup>1</sup>	Ten.
Any low sequence.	Highest of sequence.
Any other combination.	Fourth best.

<sup>1</sup> With or without small ones.

## What Combination a Particular Card led Signifies

### (1) Without a Certain Card of Re-entry (continued)

488. Putting it the other way about: Suppose eldest hand has no certain card of re-entry, under what circumstances should he play the following honours—

489. **Ace.**

Without a card of re-entry he should hold either—

**Ace, queen, knave, 10, and 3 small ones.<sup>2</sup>**

**Ace, queen, knave, and 4 small ones.<sup>2</sup>**

**Ace, queen, 10, and 4 small ones.<sup>2</sup>**

**Ace, queen, and 6 small ones.<sup>2</sup>**

490. **King.**

**Ace, king, knave, and 4 small ones.<sup>2</sup>**

**Ace, king, with 5 small ones.<sup>2</sup>**

**King, king, knave, 10.<sup>1</sup>**

**King, queen, knave, and only one small one.<sup>2</sup>**

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.

491. Queen

King, queen, 10, and  
3 small ones.<sup>2</sup>

King, queen, with 5  
small ones.

Ace, king, queen.<sup>1</sup>

Ace, queen, knave,  
10, and less than 3  
small ones.

Ace, queen, knave,  
with less than 4 small  
ones.

Queen, knave, 10.<sup>1</sup>

Queen, knave, 9.<sup>1</sup>

492. Knave.

Ace, king, queen,  
knave.<sup>1</sup>

Ace, king, knave, 10.<sup>1</sup>

Ace, knave, 10.<sup>1</sup>

King, queen, knave,  
and 2 small ones.<sup>2</sup>

Knave, 10, 9.<sup>1</sup>

493. 10.

King, knave, 10.<sup>1</sup>

Highest of Sequence.

494. Fourth best.

Suits not containing  
the above combinations.

495. Supposing one's  
long suit consists of the  
9, 8, 6, 4, 2, should it  
be led from?

Some good players  
open their longest suit  
however bad it is; but  
others, in such a case,

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.



with a short suit in **Hearts** lead the highest **Heart** on the chance of finding the leader with weak **Hearts**, and this appears to be the soundest practice with a good partner.

### The Correct Card from various Combinations

#### (2) With a Certain Card of Re-entry

496. What should He should lead as eldest hand, with a certain card of re-entry, lead against a No Trumper holding? follows:—

#### *Suits headed by Ace, King*

497. Ace, king, King.  
knave, 10.<sup>1</sup>

Ace, king, knave, King.  
and 1 small one.<sup>2</sup>

Ace, king, and 4 small King.  
ones.<sup>3</sup>

#### *Suits headed by Ace, Queen*

498. Ace, queen, Ace.  
knave, 10.<sup>1</sup>

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.

**Ace, queen, knave,**      **Ace.**  
and small ones.

**Ace, queen, 10 and**      **Ace.**  
3 small ones.

**Ace, queen, and 5**      **Ace.**  
small ones.

*Suits headed by King, Queen*

499. **King, queen,**      **King.**  
10, and small ones.

500. Other combina-      Same as without a  
tions.      certain card of re-entry.

**What Combination a particular Card  
Signifies**

**(2) With a Certain Card of Re-entry (*continued*)**

501. Putting it the      When he holds one  
other way about, with a      of the following com-  
card of re-entry when      binations :—  
should eldest hand play?

502. **Ace.**      **Ace, queen, knave,**  
10.<sup>1</sup>

**Ace, queen, knave,**  
and small ones.

**Ace, queen, 10, and**  
3 small ones.<sup>2</sup>

**Ace, queen, and 5**  
small ones.<sup>2</sup>

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.

503. King.

Ace, king, knave,  
10.<sup>1</sup>Ace, king, knave,  
and one small one.<sup>2</sup>Ace, king and 4  
small ones.<sup>2</sup>King, queen, 10, and  
small ones.

## II. When Younger Hand has doubled the No Trump Declaration

504. If the younger  
hand has doubled, should  
that affect the lead?

Decidedly.

(a) If younger hand has doubled, it is usual, unless playing where the **Heart Convention** obtains, to lead an **ace** in order to determine by the look of Dummy what is younger hand's long suit.

(b) If he does not hold an **ace**, eldest hand should lead the **highest card of his weakest suit**, giving preference

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.

to the suit which does not contain an ace, a king, or a queen.

(c) If in doubt whether to lead **Hearts**, or some other suit, **Hearts** should be led, as it is unlikely that the dealer has great strength in **Hearts**.

505. Suppose the eldest hand is void of one suit entirely, and that his shortest suit is one of 4 cards, should he still lead the highest?

No. Because if the suit does not happen to be the one on which younger hand has doubled, eldest hand may make a trick on the fourth round with his top card.

506. Which card then should he lead from 4 in suit, in the case of a doubled **No Trump** Declaration?

The second best, in order to prepare for unblocking in case it proves to be the suit on which the younger hand has doubled.

507. If the **Heart Convention** obtain, of course eldest hand leads his highest **Heart**?

Yes.



## ORIGINAL LEAD OF ELDEST HAND (*continued*)

### III. Original Lead Against a Suit Declaration

#### (1.) *When Declaration made by Dealer*

508. Does the lead  
against a Suit Declara-  
tion differ from one  
against **No Trumps**?

Yes.

509. Why?

At **No Trumps** your  
long suit cannot be  
trumped. Your aim  
must therefore be to es-  
tablish it.

510. When a Suit De-  
claration is made, what  
should be one's first  
aim?

To make as many  
tricks as possible to save  
the game, *i.e.*

**In Hearts**, 4 tricks;

**In Diamonds**, 3  
tricks; if the opponents'  
score is Love.

511. What are the guiding principles to bear in mind?

(a) The strength in trumps is presumably against you.

(b) If you play on Whist lines and attempt to establish a long suit you will probably fail to do so.

(c) Never lead from a suit of 3 or 4 headed by a single king or a single queen.

(d) Unless your partner has doubled a Declaration by Dummy you should be chary of leading trumps.

No. Not necessarily.

512. Should the original lead be from one's longest suit in the case of a Suit Declaration?

513. Upon what does the choice of one's lead turn?

Upon your strength in trumps or otherwise.

514. If one is fairly strong in trumps?

By all means open your strong suit, provided that it contains ace-king, king-queen, or queen-knave-10.

515. Supposing it is

No. Never lead from a

headed by a **tenace**,  
**ace-queen**, **king-**  
**knave**, or **queen-ten**?

suit headed by a **tenace**,  
unless you have two such  
suits. Far better wait  
till it is led up to you.

516. From suits  
headed by Honours is  
the correct card to lead  
against a Suit Declara-  
tion the same as against  
a **No Trump**?

Not in every case,  
because your main object  
is not to establish the  
suit, but to make as  
many tricks as possible  
in it before it can be  
trumped.

### The Correct Card from Various Combinations

517. What is the cor-  
rect lead from :—

The correct card is :—

#### *Suits headed by Ace, King*

518. **Ace**, **king**, **King**.  
**queen**.<sup>1</sup>

**Ace**, **king**, and one or  
more small ones. **King**.

**Ace**, **queen**, alone. **Ace**.

#### *Suits headed by Ace, Queen*

519. **Ace**, **queen**, **Ace**, then **queen**.  
**knave**.<sup>1</sup>

**Ace**, **queen**, 10.<sup>1</sup> **Smallest**.

**Ace**, **queen**, and small  
ones. **Smallest**.

<sup>1</sup> With or without small ones.

*Suits headed by Ace, Knave*

520. Ace, knave, 10.<sup>1</sup> Knave.  
Ace, knave, and small Smallest.  
ones.

*Suits headed by Ace only*

521. Ace and one Ace.  
small one.  
Ace and 2 small Smallest.  
ones.  
Ace and more than 2 Ace.  
small ones.

*Suits headed by King, Queen*

522. King, queen, Knave.  
knave, and small  
ones.  
King, queen, knave, King.  
and only one small one.  
King, queen.<sup>1</sup> King.

*Suits headed by King, Knave, Ten*

523. King, knave, 10.<sup>1</sup> Ten.

*Suits headed by Queen, Knave*

524. Queen, knave, Queen.  
10.<sup>1</sup>

<sup>1</sup> With or without small ones.



<b>Queen, knave, 9.<sup>1</sup></b>	<b>Queen.</b>
<b>Queen and one small</b>	<b>Queen.</b>
<b>one.</b>	

*Suits headed by other combination*

<b>525. Knave, 10, 9, or</b>	<b>Highest of sequence.</b>
<b>any other sequence.</b>	

<b>Knave or one other.</b>	<b>Knave.</b>
<b>Short suit of small</b>	<b>The highest.</b>
<b>cards.</b>	

**What Combination a Particular Card  
Signifies**

<b>526. What does the</b>	<b>It signifies that the</b>
<b>lead signify of :—</b>	<b>leader holds one of the</b>
	<b>following combinations:</b>

<b>Ace.</b>	<b>Ace and king only.</b>
	<b>Ace, queen, knave.<sup>1</sup></b>
	<b>Ace and one small one.</b>
	<b>Ace and more than 2</b>
	<b>small ones.</b>

<b>527. King.</b>	<b>Ace, king, and queen.</b>
	<b>Ace, king, and others.</b>
	<b>King, queen.<sup>1</sup></b>
	<b>King, queen, knave.</b>
	<b>and 1 small one.</b>

<b>528. Queen.</b>	<b>Queen, knave, 10.</b>
	<b>Queen, knave, 9.<sup>1</sup></b>

<sup>1</sup> With or without small ones.

529. **Knave.**

**Queen** and 1 small one.

**Ace, knave, 10.**<sup>1</sup>

**King, queen, knave,**  
and 2 small ones.<sup>2</sup>

**Knave, 10, 9.**<sup>1</sup>

**Knave** and 1 small or  
2 small ones.

530. Where you have to open a long suit not containing any of the above-named Honour combinations, what card do you lead?

The smallest, in the case of a Suit Declaration.

531. Do you not lead your 4th best against a Suit Declaration?

No. It is usual to lead it against the **No Trump** Declaration, but not against Suit Declarations.

532. Why is a difference made?

Because at **No Trumps** there is probably 3 suits against you, and you have to endeavour to establish and make every trick you can in the remaining long suit held by you.

533. But why cannot

Because the suit would

<sup>1</sup> With or without small ones.

<sup>2</sup> Or more small ones.

you do this in the case of a Suit Declaration?

534. But how does this bear on the 4th best lead?

535. Is there any other reason for preferring the lead of the lowest card against a Suit Declaration?

536. I understand that leads from some of the above combinations are only applicable when you have strength in trumps.

537. But is it not most unlikely that you will hold a good trump hand when the Trump

probably be trumped after 2 or 3 rounds.

By the 4th best lead you are able to impart very accurate information to your partner as to the composition of your hand, whereas there is no need to do this if you have no chance of establishing the suit.

Yes. Because if the smallest card of the suit is always led from a long suit in the case of a Suit Declaration, a lead of a 9 or 8, etc., is seen to be a probable **Singleton** or from a short suit.

Yes.

Quite so ; and in that case it is futile to play as one used to play at Whist, and to try to

Suit has been chosen by your opponents?

establish your long suit.

538. What course is then open to you?

You must play in such a way as will be most likely to save the game.

539. And with weak trumps what is the first step to take?

Lead a **Singleton** if you are fortunate enough to have one. If thereby you make one of your small trumps that trick may save the game.

540. But suppose one has no **Singleton**?

Then lead from—

**Ace, king.**

**King, queen.**

**Queen, knave, 10.**

541. And failing these combinations, what do you recommend?

If you have neither **ace-king, king-queen,** or **queen-knave-10,** and only small trumps, you should lead from a **short suit** of 2 or 3.

542. If one have a choice of short suits other than the **Singleton** which should one lead?

The state of the score will afford you some clue to the suits that the dealer is not very strong in.

543. You say the state of the score. Suppose the adversaries' score is 24, for example?

If the dealer, at the score of 24 in his favour, has not declared **Hearts** or **Diamonds** he is



544. In that case?

unlikely to be strong in either of those suits.

545. And with the adversaries' score at 26?

A **Heart** or a **Diamond** may be pretty safely led.

If the dealer has not declared **Clubs**, you may safely give the preference to that suit.

546. But with nothing to guide one in the state of the score?

It is generally safe to lead a **Heart** if the dealer has passed the Declaration, and **Hearts** have not been declared by dealer's partner.

547. Which card should you lead from a **Doubleton**?

The higher of the two.

548. Supposing the higher card is an Honour?

When your **Doubleton** consists of knave and another, queen and another, or ace and small one, you should lead the Honour; but if it consists of the king and small one, you should avoid opening that suit as your original lead.

549. Suppose your **Doubleton** consists of king-queen?

Then by all means lead the king.

550. What card do you lead from a **Tripleton**?

The highest. **Knave** from **knave-10** and small one is a capital lead.

551. Suppose the **Tripleton** is headed by a higher Honour than the **knave**?

Better avoid leading that suit.

552. How many small trumps should you have to justify the lead of a **Singleton**?

Lead the **Singleton** even if you have only one trump.

553. And the lead of the **Doubleton** and the **Tripleton**?

At least 2 trumps.

554. Supposing one lead **10** from **king-knave-10**, or **knave** from **ace-knave-10**, how can the younger hand tell whether it is from strength or weakness?

By noting the cards in his own hand and in Dummy, it is generally possible for him to make a shrewd guess, if he knows that his partner is a reliable player.

555. Is the younger hand expected to return his partner's original lead against a Suit Declaration at once as in "**No Trumps**"?

No. The younger hand must bear in mind that the eldest hand may hold a **tenace**, **ace-queen**, **king-knave**, etc., in some other suit, which he wishes to be led up to, and that the object of the original

556. But in the case of a **Singleton** lead the non-return of the suit at once may prevent one making a small trump.

557. What should the eldest hand lead from—  
**Hearts—Knave, 7, 3;**  
**Diamonds—10, 8, 4;**  
**Clubs—King, knave,**  
**8, 2;**  
**Spades—Ace, queen,**  
**10;**  
 Score—We 8; They  
 22

Games All. Dia-  
 monds declared by  
 Dummy.

558. If Dummy put down—

**Hearts—Queen, 8, 4;**  
**Diamonds—Ace:**  
**king, knave, 8, 2;**  
**Clubs—Queen, 7;**  
**Spades—9, 6, 4;**

what should the younger hand lead if he take the

lead was to put the lead into the younger hand.

Quite so; but the younger hand must be guided as to continuing the suit by his own cards and those in Dummy.

**Knave of hearts.**

A **Spade**, which led twice through the dealer might enable the eldest hand to make 3 tricks in **Spades**, if he held the hand quoted above.

knave of Hearts with the ace of Hearts?

559. Then even when eldest hand leads a short suit he does not necessarily want to ruff the suit?

560. But supposing the eldest hand have no suit with a **tenace** in it?

No. The younger hand must always consider whether the eldest hand is not leading the card that will most likely put the lead into the younger hand, so that he may lead up to a **tenace** in the eldest hand.

Anyhow, he can generally do the least harm, pending the laying down of Dummy, by a short suit lead when weak in trumps.

*(2.) When Declaration made by Dealer's Partner*

561. Do the same leads apply when the Declaration has been made by Dummy?

Yes; but with a well-protected hand and fairly good trumps, a trump lead through the declaring hand is often most useful.

562. If any doubt as to a suit to lead?

Better lead a Red Suit than a Black One.



## IV. Against a Doubled Suit Declaration

*(a) Declaration by Dealer*

563. Ought one to lead trumps if younger hand double a Suit Declaration by the dealer? No. Unless your hand otherwise justifies a trump lead, it is unwise to lead a trump up to the declarer's strong hand.

564. If your hand is such as to make a trump lead desirable, what is the best lead to make? If you hold an **ace-king** suit, play the **king** before you lead the trump, in order to inform your partner where the **ace** of that suit lies.

Certainly.

565. If one is weak in trumps, is a **Singleton** lead advisable?

566. And if strong in trumps? Lead from your strongest suit.

*(b) Declaration by Dummy*

567. Supposing younger hand has doubled a Declaration by Dummy? Your highest trump is then your best lead; though with weakness in trumps you had better lead your **Singleton** first if you have one.

568. Supposing **Spades** have been made trumps by Dummy? Adopt the same policy.

## DEALER'S PARTNER (DUMMY)

### *(a) During the Dealing*

574. Is it correct to call the dealer's partner **Dummy**?

Not strictly, as the laws define **Dummy** as the hand held by the dealer's partner. (Law 62.)

575. But what is done in practice?

The term **Dummy** is colloquially applied to the dealer's partner as well as to the hand held by him.

576. Has the dealer's partner any preliminary duties?

It is his business to collect the cards for the ensuing deal. (Law 31.)

577. Is the dealer's partner bound to shuffle the cards for the next deal?

No. He is not actually bound to do so; but he has the right to the first shuffle (Law 31), and it is customary for him to exercise the right, and for no one else, other than the ensuing dealer, to shuffle the pack.

578. Having shuffled the cards, where does he place them?

On the left of the player about to deal.  
(Law 32.)

579. Is the dealer's partner permitted to shuffle the cards during the play of the hand?

No. The pack must not be shuffled during the play of the hand.  
(Law 28).

*(b) Before the Declaration is made*

580. Have you any hints for the dealer's partner before the Declaration is made?

(a) Count the cards while sorting them.

(b) Make a mental note of the score.

(c) Don't show by look or gesture whether the hand is a good or bad one.

581. When should the dealer's partner decide as to his Declaration?

While the dealer is considering his Declaration, dealer's partner should make up his mind what he will declare if the Declaration be left to him.

*(c) The Declaration*

582. When the Declaration is passed to the

(a) Not to show by look or gesture whether

dealer's partner, what should he first bear in mind?

the Declaration or leaving it to him gives him satisfaction or dissatisfaction.

(b) The state of the score.

583. In what respect does Dummy's Declaration differ from the dealer's?

He must bear in mind that the hand is going to be exposed, which is reckoned to be worth one extra trick to the opponents.

584. How should the fact of the hand being exposed guide the dealer's partner in his Declaration?

He must bear in mind that single Honours and Honours only once guarded may prove useless.

*At Score of Love All*

**No Trumps**

585. In view of the dealer's declared weakness, should Dummy ever declare No Trumps, except on a certainty?

By all means. Waiting for certainties would prove very expensive.

586. But with bad cards in the dealer's hand, how can he expect to win the odd trick in No Trumps?

He must not be so certain of the dealer having bad cards.



587. But obviously he has not been strong enough to make the Declaration?

Quite so. But the dealer might easily hold splendid assistance thus:—

**Hearts—Knave, 3, 2;**

**Diamonds — Knave, 10;**

**Clubs—King, 10, 2;**

**Spades—Ace, king, knave, 9, 7.**

588. Suppose, then, Dummy held—

**Hearts—Ace, king, 10, 7;**

**Diamonds—Ace, king, 5, 4;**

**Clubs—Knave, 8, 3;**

**Spades—10, 4:**

what should be his Declaration?

Dummy should argue thus: My partner has told me that he had not strength enough in a Red Suit to make the Declaration, at which, seeing my own cards, I am not surprised; but if he hold an average hand, he may help me splendidly in the Black Suits; and therefore he boldly declares **No Trumps**, and does splendidly if his partner hold anything like the above hand.

589. Then it is of vital importance for Dummy to remember

Yes. Dummy cannot too closely bear that in mind. Please reverse

that his partner may be strong in the Black Suits though weak in the Red Suits.

590. Thus—

**Hearts—Knave, 8, 3;**

**Diamonds—10, 4;**

**Clubs—Ace, king, 10, 7;**

**Spades—Ace, king, knave, 5, 4.**

What should then be declared by Dummy?

With his partner probably weak in Red Suits, it would be very risky to go **No Trumps** on this hand, and Dummy would have to fall back on Clubs.

### Hearts—Diamonds

591. Should the same strength be required in Dummy as in the case of the original Declaration?

No. The probability that the dealer holds the Black Suits should lead Dummy to declare a Red Suit on slightly lesser strength.

592. Should Dummy declare a Red Suit on 4 to the king, or 5 to the queen?

No, certainly not at the score of Love All. I must emphasize my dictum *slightly* lesser strength.

### Clubs

593. Do the same remarks apply to Clubs?

Yes.

594. Supposing Dum- **Spades.**  
my holds—

**Hearts—10, 9, 3;**

**Diamonds—Knave,**

**7, 4;**

**Clubs—Queen, 9, 8,**

**3, 2;**

**Spades—9, 7;**

**Score Love All;**

**what should he declare?**

595. Which will as-  
suredly be doubled?

**Yes, and the Clubs**  
**might be doubled too.**

**Spades**

596. Should this suit  
be declared by Dummy  
with a bad hand, even if  
he hold none of the suit?

**Yes.**

597. Supposing Dum-  
my holds—

**Spades.**

**Hearts—King, 7, 6,**

**4, 2;**

**Diamonds—Knave, 7;**

**Clubs—10, 6, 5;**

**Spades — Queen,**  
**knave, 9;**

**Score Love All;**

**what should he declare?**

General

598. Then as a guiding principle?

Dummy must ordinarily avoid very Thin Declarations.

599. Why do you say "ordinarily"?

Because, at an advanced score, he may often have to make a risky Declaration to save the game and Rubber.

600. Please give an illustration.

I would prefer that you thought out one for yourself.

601. With the score at Game All. A.B. 28; Y.Z. 18; Dummy (Y) holding—

Although this is a *thin* **No Trumper**, as Y is only guarded in two suits he must go **No Trumps** on the score.

Hearts—Ace, queen,  
7, 3;

Diamonds—King, 6,  
5, 4, 2;

Clubs—Knave, 10;

Spades—Knave, 9;

what should he declare?

602. Please summarise your advice as to Dummy's Declarations at the score of Love All.

(a) Don't play too backward a game.

(b) Declare "**No Trumps**" or "**Hearts**" unhesitatingly if your hand justify it.



(c) Bear in mind that your partner is not particularly strong in the Red Suits.

(d) Don't forget that your partner may be able to give you good support in the Black Suits.

(e) If you have a poor hand go **Spades**, even if you have none of them.

*(d) Laws affecting Dummy's Declaration*

603. If the dealer leave the Declaration to Dummy, is he compelled to make it?

Yes. (Law 48.)

604. Suppose the dealer's partner make the Trump Declaration before the dealer passes it to him?

Then the eldest hand may demand—

I. That the Declaration so made shall stand.

II. That there shall be a new deal.

(Law 49.)

605. Supposing before the eldest hand make the demand he (*i.e.* the

Then the Declaration wrongly made shall stand. (Law 49.)

eldest hand) has asked permission to lead, or has doubled?

606. Supposing the eldest hand say nothing.

607. Supposing before the eldest hand make the demand the younger hand (*i.e.* the eldest hand's partner) has doubled out of turn without the eldest hand asking, "May I lead?"

608. If the dealer's partner make the "Trump" Declaration without it being passed to him by the dealer, can the dealer not elect to make a Declaration?

609. In the case of Dummy making the Declaration before it is passed to him, can the dealer demand a new deal?

610. Supposing while the dealer is considering his Declaration his partner, by mistake,

Ditto, ditto.

Ditto, ditto.

No. The dealer's partner's Declaration wrongly made must either stand, or there must be a new deal. (Law 49.)

No. The new deal can only be claimed by the eldest hand. (Law 49.)

The eldest hand may demand—

I. That there shall be a new deal.

says, "I leave it to you,  
Partner" ?

II. That the dealer's  
partner shall  
himself make  
the Declaration.  
(Law 50.)

(e) *Demeanour*

611. Have you any  
hints on demeanour ?

(a) After the first  
card is led, lay your  
cards out deliberately  
and quietly.

(b) Don't fling the  
suits on the table in  
heaps with possibly an  
ace covered up, thereby  
causing your partner  
to have to re-arrange  
them.

(c) Don't play a joke  
on your partner by put-  
ting out all the bad cards  
first, and then the aces,  
etc.

(d) Be silent as you  
spread out the Dummy  
cards. Don't say, "Sorry  
I can't assist you much,  
partner !" or, "I can do  
you some good in Hearts

anyhow, partner!" or,  
"It's a pretty thin  
**No Trumper**, partner!"  
Your partner can be  
better employed in  
settling his scheme of  
campaign than listening  
to your "wise" observa-  
tions.

(e) Keep your hands  
off the table. When  
once your cards are set  
out don't touch them  
unless called upon by  
the dealer. Don't close  
up the suits as the cards  
are played, but leave  
them religiously alone.

(f) Don't show by  
look or gesture that you  
agree or disagree with  
the play of the hand.

(g) Don't explain in  
a whisper to an onlooker  
why you could not go  
**Hearts**, etc.

(h) In a word, it is  
your duty to efface  
yourself for the time  
being.



612. Any further advice to Dummy?

(a) It is just as well for your partner to play the cards himself instead of calling them. He can change his mind with a card in his hand, but he cannot change his call.

(b) Don't attempt to gather the tricks : leave that to your partner.

(c) Make yourself acquainted with Dummy's duties and Dummy's rights, as set forth in Laws 62 to 69.

(d) Remember that the only observation you can make during the play of the hand is "Having no Heart, etc., partner," when the Dealer does not follow suit, out of his own hand.

(f) *Laws affecting the Play of the Dummy Hand.*

613. At what moment should the dealer's led. (Law 62.)

partner lay down the Dummy hand?

614. Supposing the card be led by the younger hand instead of the eldest hand: should the Dummy hand be held up until the correct player leads?

615. Has the dealer's partner the right of claiming and enforcing any penalties arising during the hand?

616. After exposing Dummy, what part can the dealer's partner take in the game?

617. May the dealer's partner draw attention to a revoke on the part of the opponents?

618. Supposing he actually draw attention to any other incident?

No. Whether the lead be correctly made or be made out of turn, the Dummy is placed upwards on the table as soon as the card is led. (Law 62.)

No. The claiming and enforcing of penalties arising during the hands devolve upon the dealer, unassisted by Dummy. (Law 62.)

No part whatever, except that he has the right to ask the dealer whether he has none of the suit in which he may have renounced, out of his own hand. (Law 63.)

No. He is entirely confined to drawing his partner's attention to his having renounced. (Law 63.)

If he call attention to any other incident in the play of the hand in

respect of which any penalty may be exacted, the fact that he has done so will deprive the dealer of the right of exacting such penalty against his adversaries. (Law 63.)

619. Should the dealer's partner assist the dealer by playing obvious cards?

No. The dealer's partner had better keep his hands off the table and only play a card when called upon. Otherwise he may find himself touching a card when there is a choice of play.

620. Can any penalty be enforced against him if he touch a card?

Yes. If the dealer's partner, by touching a card or otherwise, suggest the play of a card from Dummy, either of the adversaries may (but without consulting with his partner) call upon the dealer to play or not to play the card suggested. (Law 64.)

621. Can the dealer draw a card from

Yes. A card drawn from Dummy by the

Dummy and then put it back again?

622. If a card be drawn from Dummy and quitted, can it be put back again if it has not been covered?

623. Does the same rule obtain if, instead of handling the card, the dealer calls upon his partner to play a certain card?

624. Is the dealer's partner at liberty to look over his adversary's hands?

625. Can the dealer's partner leave his seat for the purpose of watching his partner's play?

626. Is the Dummy hand liable to any penalty for a revoke?

627. Should Dummy revoke and the error not

dealer is not considered as played until actually quitted. (Law 65.)

No. A card once drawn from Dummy and quitted by the dealer, cannot be taken back except to save a revoke. (Law 66.)

A card named by the dealer is treated as if it were played and quitted, and it cannot be taken back, except to save a revoke. (Law 66.)

No. The dealer's partner may not look over either of his adversaries' hands. (Law 67.)

No. The dealer's partner cannot leave his seat for the purpose of watching his partner's play. (Law 67.)

No. (Law 68.)

No. The trick then stands good. (Law 68.)



be discovered until the trick is turned and quitted, can it then be corrected?

628. If Dummy play with more than 13 cards?

There must be a new deal. (Law 39 V.)

629. If Dummy play with less than 13 cards?

No penalty.

630. If Dummy omit to play to a trick?

No penalty. (Law 87.)

631. If Dummy play 2 cards to a trick?

No penalty. (Law 88.)

632. Can Dummy correct the dealer if he lead a card from the wrong hand?

No.

## PLAY OF YOUNGER, *i.e.* THIRD HAND

### I. General

633. What is the paramount duty of the younger hand? (a) To know how many tricks are required to save or win the game.

(b) To regard the hand as consisting of 26 cards, the one half being held by his partner and the other by him.

634. How should that attitude affect his play? He should play his hand in combination with his partner's and make the best of the two combined, instead of playing his own hand in preference to his partner's.

635. Ah! I remember Pembroke's jest, "A trick made by yourself Yes, and far too many players act on this assumption."

is worth two made by your Partner."

## II. Against a No Trump Declaration

636. How can the younger hand best assist, in playing the combined game against a **No Trump** Declaration?

(a) By carefully noting his partner's original lead and at once forming an opinion of the cards held by him in that suit.

(b) By winning the trick (unless there is a card in Dummy which will block the suit on the third round) and immediately returning the suit.

(c) By clearing the suit for his partner, *i.e.* forcing out any blocking card in the suit that may be held by Dummy.

(d) By unblocking, *viz.* getting rid of any card or cards in his hand that may stop his partner's suit (see heading "Unblocking").

(e) By keeping a card

of his partner's suit to put him in with.

*(a) Forming an opinion as to cards held by Partner*

637. Suppose the leader play a small card, how does that enlighten the younger hand?

First, he must bear in mind that when holding no combination of Honours, the proper card for the eldest hand to lead is the fourth from the highest, known as the **fourth best**.

638. How does this help to enlighten the younger hand?

See under heading Original Lead of Eldest Hand, "Fourth Best," Pars. 470 to 478.

639. From what is there stated, the **fourth best** lead appears to be of great importance in the **No Trump** game?

Yes, of vital importance.

640. With an Honour led it is easier to divine the cards held by partner, is it not?

Yes, it is. Provided he has the "correct leads" at his finger ends, but here again third hand must be guided by the cards held by him and by Dummy. (See



under Original Lead of Eldest Hand.)

641. How can facility be acquired in determining from the particular card led what cards one's partner holds?

By practice with suppositional leads, but, above all, by actual play.

(b) *Winning the trick, and immediately returning the suit*

642. Suppose, however, that the cards be not so nicely arranged as in the illustration as to the application of the **Eleven Rule**, what is the duty of the younger hand?

To win the trick and return the suit immediately.

643. But if there be one very weak suit in Dummy, would it not be wise to lead up to it first, before returning his partner's suit?

Certainly not. For two reasons—

- (1) He might let the opponents in:
- (2) If he did not let the opponents in, he would be forcing out of his partner's hand a card of re-entry, which might,

later in the game,  
prove his partner's  
only chance of  
bringing his suit in.

644. The duty of  
winning the trick prin-  
cipally applies when a  
small card is led, does  
it not?

Certainly. We will  
deal later with the  
cases where younger  
hand covers an Honour  
led.

645. Am I then to  
understand that it is  
imperative that the  
younger hand wins the  
trick if a small card is  
led?

Yes. Almost always.

(1) *Exceptions to (b) playing highest card*

646. Does it ever oc-  
cur that younger hand  
should not put on his  
highest card, third  
hand?

Yes.

(a) The proper card  
to play from cards  
in sequence is the  
lowest of the se-  
quence.

(b) By the applica-  
tion of the **Eleven  
Rule**, younger hand  
may see that the  
dealer cannot beat  
the card led, so  
that if Dummy

does not cover it the younger hand may pass it, provided that he does not block the suit by so doing.

(c) Younger hand must finesse against Dummy, if by not doing so Dummy will block the suit on the third round.

647. To illustrate.

If Dummy has **queen**, and 2 small ones, and younger hand has **ace**, **knave**, he should put on the **knave**, if Dummy does not put on the **queen**.

(2) *Exceptions to (b) returning partner's suit*

648. Supposing younger hand hold a suit that can be more easily established than the one opened by his partner, is he still compelled to return his suit at once?

In this happy event, younger hand should open his own suit.

649. It is not, then, an absolute rule that younger hand must *volens volens* return his partner's lead at No Trumps, immediately?

650. Please give an instance.

651. And the eldest hand opens Clubs?

It is almost always imperative for younger hand to return his partner's suit immediately, but at times it would be disastrous to do so.

Let us suppose that Dummy has declared No Trumps, and puts down—

*Clubs*—King, jack, 9,

7, 3;

*Diamonds* — Ace, knave, 4;

*Spades*—Ace, king;

*Hearts*—9, 8, 5.

Just so, he happening to have queen, 10, 8, 6, 2, and the younger hand holding the ace, 4.

The 6 of Clubs is led. The dealer sees by the **Eleven Rule**, that the younger hand can only hold one higher than the 6 (*i.e.* 6 from 11 leaves 5, of which Dummy holds 4). The dealer therefore plays



the 7 from Dummy, and younger hand covers with the ace.

If he now return the **Club**, the opponents may make the Little Slam.

Let us suppose, however, that younger hand holds the ace, king, and 3 small Hearts. If his partner happen to hold the queen of Hearts, a Heart lead will probably save the game, and younger hand accordingly leads Hearts.

*(c) Clearing the suit for his partner*

652. On returning the suit, should younger hand play the highest card that he has, or the lowest?

If he have only two cards left, he should play the higher of the two.

653. If he have more than two cards left, which should he play?

If he have the highest card of the suit he should almost always return the lead with that, but he must be guided by the fall of the cards, the probable

cards held by his partner, and, above all, by what there is in Dummy.

654. For instance ?

If he have three left, and one of them is higher than Dummy's highest card, he should return the lead with it.

If Dummy have the 10, 7, 3, and he has the knave, 4, 2, he returns the lead with the knave.

655. But supposing that younger hand win the trick with the ace, and the king is guarded in Dummy ?

He returns the suit all the same, as his partner's suit is useless until the king is got out of the way.

With the king guarded in Dummy, he should return his highest card to help to force out the king.

656. But supposing Dummy has got both king and queen, what should he do ?

He should be guided by the fall of the cards. If eldest hand led a fourth best, and has, say, 4 cards remaining, it might pay to continue the suit.

(d) *Unblocking, i.e. getting rid of cards that may block partner's suit*

657. Is there any other duty incumbent on the younger hand?

658. An instance, please.

Yes, a most important one, viz. to unblock his partner's suit.

Eldest hand has **ace, queen, knave**, and 2 small **Clubs**. Younger hand has the **king** and only one small one. If eldest hand have no certain card of re-entry, he leads the **queen**, and if each player put on a small card the eldest hand follows with the **knave**, upon which younger hand is now forced to play the **king**, and not having a small one, with which to return the lead to partner, the suit is dead, only two tricks being made in it.

659. How could this be avoided?

By playing the **king** on his partner's **queen**, whereby 5 tricks would probably be made in the suit straight off.

660. But supposing the eldest hand, having a card of re-entry, had played the ace, should younger hand have put the king on the ace?

661. Should the king be thrown away if it is doubly guarded?

662. But suppose king and 3 small ones were held by younger hand, and ace or queen is led by eldest hand?

663. Does it not sometimes transpire that the eldest hand cannot beat the card that younger hand had left. Supposing, for instance, younger hand had originally the king, 8, 6, 2, and had thrown the 2 and the 6 on the first 2 tricks?

Certainly. Because the moment the king is played the suit is cleared and the 5 tricks can possibly be made right off.

Yes, on a queen led by eldest hand from ace, queen, knave. Though it is a common error to suppose that the unblocking should be deferred to the second round. Far better allay your partner's anxiety at once.

If Dummy holds 4 cards to the 10, the king should be held up so that it may catch the 10.

But he must not play a 4 suit in that way at **No Trumps**. He must begin to unblock at once by playing the 8 to the first trick and the 6 to the second.



664. But if he played the 8 before the 6, would not his partner read it as a sign that he only had two in the suit?

Certainly not. The play of the 8 before the 6 in the suit game would have that significance, but in the **No Trumps** game it would inform his partner that he was unblocking because he had four in suit.

Yes.

665. Am I, then, to understand that in playing against a **No Trumper** with 4 cards of his partner's suit the younger hand must, if he does not take the trick, play his second-best card, and then play his original third best on the second round?

666. In view of the importance of unblocking, I should like other instances.

They are given below; but first you must train yourself to know at a glance what the card led by your partner indicates.

667. What is the principle which should guide younger hand in unblocking?

He should always unblock, unless by doing so he enables Dummy to block the suit.

# **Instances of Play of Younger Hand at No Trumps**

Card led by Eldest Hand.	Dummy holding.	Younger Hand holding.	Card played by Dummy.	Younger Hand should play.
Ace.	Knave and small one.	King and small one or two small ones.	Either card.	King.
Ace.	Knave and two small ones.	Ditto.	Small one.	Small one.
Ace.	Ditto.	Ditto.	Knave.	King.
Ace.	10 and two small ones.	Ditto.	Either card.	King.
Ace.	10 and three small ones.	King and one or two small ones.	Ditto.	Smallest.
Ace.	Ditto.	Ditto.	10.	King.
Ace.	Small ones.	Ditto.	Small one.	King.
Ace.	Small ones.	King and three small ones.	Ditto.	2nd best.
King.	Knave and a small one.	Ace and small one or small ones.	Either card.	Ace.
King.	Knave and two small ones.	Ditto.	Small one.	Small one.
King.	10 and two small ones.	Ditto.	Either card.	Ace.
King.	10 and three small ones.	Ditto.	Small one.	Small one.
King.	Small ones.	Ace and one small one.	Ditto.	Ace.

Card led by Eldest Hand.	Dummy holding.	Younger Hand holding.	Card played by Dummy.	Younger Hand should play.
King.	Ditto.	Ace and two small ones.	Ditto.	Small one.
King.	Small ones.	Queen and small one.	Small one.	Queen.
King.	Ditto.	Queen and two small ones.	Ditto.	Small one.
Queen.	Ditto.	Ace and small one	Ditto.	Ace.
Queen.	Ditto.	Ace and two small ones.	Ditto.	Ditto.
Queen.	King and a small one.	Ace and small one or small ones.	Ditto.	Small one.
Queen.	Ditto.	Ditto.	King.	Ace.
Queen.	King and two small ones.	Ditto.	Small one	Small one.
Queen.	Ditto.	Ditto.	King.	Ace.
Queen.	Ditto.	King and small one.	Ditto.	King.
Queen.	Ditto.	King and two small ones.	Ditto.	King.
Queen.	Ditto.	King and three small ones.	Ditto.	2nd best.
Knave.	Queen and two small ones.	Ace and one small one.	Small one.	Small one.
Knave.	Ditto.	Ace and two small ones.	Ditto.	Ditto.
Knave.	Small ones.	Ace and small one or small ones.	Small one.	Ace.
Knave.	Queen and two small ones.	King and one small one.	Small one.	Small one.

*Play of Younger, i.e. Third Hand* 193

Card led by Eldest Hand.	Dummy holding.	Younger Hand holding.	Card played by Dummy.	Younger Hand should play.
Knave.	Ditto.	King and two small ones.	Ditto.	Ditto.
Knave.	Small cards.	King and small one or small ones.	Ditto.	King.
Knave.	Ditto.	Queen and small one.	Ditto.	Queen.
Knave.	Ditto.	Queen and two small ones.	Ditto.	Queen.
Small card.	King and a small one.	Queen, knave, and a small one.	King.	Knave.
Small card.	Any cards.	Knave, 10, and a small one.	Any card	10.
Small card.	King and a small one.	Ace, knave only.	Small one.	Knave.
Small card.	King and two small ones.	Ditto.	Ditto.	Ace.
Small card.	King and three small ones.	Ace, queen only.	Ditto.	Ace.
Small card.	King and a small one or small ones.	Ace and two small ones.	Ditto.	Ace.
Small card.	King, queen, 10.	Ace and two small ones.	King or queen.	Small one.
Small card.	Small cards.	Ace, queen.	Small one	Ace.
Small card.	Knave and two small ones.	Ace, queen.	Ditto.	Queen.
Small card.	Queen and one or two small ones.	Ace, knave.	Ditto.	Knave.



Card led by Eldest Hand.	Dummy holding.	Younger Hand holding.	Card played by Dummy.	Younger Hand should play.
Small card.	Queen and three small ones.	Ditto.	Ditto.	Ace.
Small card.	King and one small one.	Ace, 10.	Small one.	10.
Small card.	King and two small ones.	Ace, 10.	Ditto.	Ace.
Small card.	Queen and one or two small ones.	Ace, 10.	Ditto.	10.
Small card.	Queen and three small ones.	Ace, 10.	Ditto.	Ace.
Small card.	Ditto.	Ace, 9.	Ditto.	Ace.
Small card.	Knave and two small ones.	Ace, 10.	Ditto.	Ace.
5.	Knave, 7, 3.	Queen, 9, 6.	Knave.	Queen.
	Ditto.	Ditto.	7.	9.

668. Why should younger hand sacrifice the **knave** from **queen-knave** and small one, or the **10** from **knave-10** and small one?

669. Has this rule any other application?

For the purpose of unblocking, and so enabling younger hand to put the eldest hand in by leading a small card.

Yes. If younger hand is compelled to discard from two small cards of

eldest hand's suit, he should discard the higher of the two.

*Opening new Suits*

670. Can you give me any guide as to younger hand opening new suits?

When an opportunity comes of opening a suit he should not open one of which he holds the command over Dummy, or in which he can eventually stop a long suit in Dummy.

671. But when his hand is absolutely hopeless, which suit should he choose?

One in which Dummy holds the **ace-king**, or **ace-king-queen**, and nothing else, so that Dummy will be bound to win the trick, and eventually lead up to eldest hand.

672. But supposing Dummy have a suit headed by an **ace** only, is it wise to lead that suit?

If the **ace** is Dummy's only card of re-entry, it may be very useful to force it out.

673. Is it wise to make an **ace**, when one gets the chance, in play-

On the contrary, hold it up as long as you can if it be the **ace** of your

ing against a **No** opponent's suit. There  
Trumper ? is little chance of its not  
making eventually.

*Finessing*

674. When should In a **No Trumper** he  
younger hand risk a should not hesitate to  
finesse ? risk a finesse, the failure  
of which will establish  
his partner's suit.

675. But supposing Finesses are useless  
there are only small when there are only  
cards in Dummy ? small cards in Dummy.

## PLAY OF YOUNGER HAND

(continued)

### III. Against a Suit Declaration

#### (a) Guiding Principles

676. Does the play against a Suit Declaration differ from that against a **No Trumper**?

Yes. Because there is no reason to suppose that there are 3 suits against you.

677. What, then, should be the guiding principle of younger hand's play?

To assist his partner to save the game by every means in his power.

678. How can this best be attained?

(a) By going hip and thigh for the necessary number of tricks.

(b) By watching for opportunities of putting the lead into Dummy in order to compel a lead up to the eldest hand.

(c) By forcing out of Dummy the card



of re-entry which might enable him to bring in a long suit.

(*d*) By leading up to a weak suit in Dummy, or through a strong one.

(*e*) By leading a Trump through the dealer if he declared Trumps.

(*f*) By avoiding leading up to a tenace in Dummy, but to put the lead in your partner's hand so that he may lead through it.

(*g*) By bearing in mind that the original lead may be a **Singleton** or from a short suit.

(*h*) By showing your partner your ace king suit before returning his lead.

(*i*) By making the trick that saves the game when the chance occurs.

(*j*) When discarding from partner's suit, by

keeping the lowest card,  
with which to put him  
in.

679. Which lead  
should younger hand be  
most suspicious of?

The **Heart** lead,  
because this is the one  
which the eldest hand  
will choose when he is  
in any doubt as to the  
dealer's weakest suit.

*(b) Discarding*

680. What is the rule      See under heading  
for Discarding when      "Discarding."  
younger hand?

*(c) Unblocking*

681. Is unblocking by      Yes. See among the  
younger hand necessary      instances below.  
in playing against a Suit  
Declaration?

**Play of Younger Hand against a Suit  
Declaration**

682—

Card led by partner.	Dummy holding.	Younger Hand holding.	Card to play.
Ace.	Any cards.	King and small one or more.	Small one.
Ace.	Ditto.	Queen and small one or more.	Small one.

Card led by partner.	Dummy holding.	Younger Hand holding.	Card to play.
Ace.	Ditto.	Knave and small one or more.	Small one.
King.	Small ones.	Ace and small one.	The ace, and return the small one.
King.	Knave and two small ones.	Ace and small one.	Small one.
King.	10 and two small ones.	Ace and small one.	Small one.
King.	Knave and small one or more.	Queen and small one.	Small one.
King.	Queen and small one or small ones.	Knave and small one.	Small one.
Queen.	Small ones.	Ace, king.	King.
Queen.	Small ones.	Ace and small one.	Ace.
Queen.	Small ones.	Ace and two small ones.	Small one.
Queen.	King and small one.	Ace and small one.	Small one.
Queen.	King and two small ones.	Ace and small one.	Ace.
Queen.	Ace and small one.	King and small one.	King.
Queen.	Ace and two small ones.	King and small one.	Small one.
Knave.	Small ones.	King and small one or small ones.	King.
Knave.	Ace and small one or small ones.	King and small one.	King.

*Play of Younger, i.e. Third Hand* 201

Card led by partner.	Dummy holding.	Younger Hand holding.	Card to play.
Knave.	Ace and small one or two small ones.	King and two small ones.	Small one.
Knave.	Ace and three or more small ones.	King and small one or more.	King.
Knave.	Ace and small one or small ones.	King, queen and small one or more.	Small one.
Knave.	King and small one or two small ones.	Ace and small one or more.	Small one.
Knave.	King and three or more small ones.	Ace and small one or small ones.	Small one.
Knave. <sup>1</sup>	Queen and small one or small ones.	Ace and small one or small ones.	Small one.
Small Card.	King and small one.	Ace, knave, and small one, or ace, 10, and a small one.	Knave or 10.
Small Card.	Queen and two small ones.	Ditto.	Ditto.
Small Card.	King and two small ones.	Ditto.	Ace and return the knave or 10.
Small Card.	Queen and three small ones.	Ditto.	Ditto.

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<sup>1</sup> In circles where Knave is not led from king—knave—10.



Card led by partner.	Dummy holding.	Younger Hand holding.	Card to play.
Small Card.	Queen and two small ones.	Ace, knave only.	Knave, and return the king.
Small Card.	Queen and three small ones.	Ditto.	Ace and re- turn the knave.

## DEALER'S PLAY OF THE HAND

### (A) General

683. What are the chief items of advice to the dealer?

(a) Don't dismiss the score from your mind after the Declaration is made. It should guide your play from the first up to the last trick.

(b) As soon as Dummy is exposed pause a bit before playing to the first trick. Count the number of tricks that you can be certain of, and decide upon your plan of campaign.

(c) If Dummy is so bad that the game is in danger, go for saving it first of all.

(d) If you can only see your way to make

the odd trick, make it with alacrity.

(e) If you see your way to win the game go for doing so at once, and leave the remaining tricks to take care of themselves.

(f) Play carefully and at uniform pace throughout.

(g) Note which cards in your own hand and in Dummy's may be used as cards of re-entry, and play the suits so that these cards are not forced out prematurely.

(h) Play false cards whenever they are likely to fog the adversaries.

(i) If one of the adversaries has doubled don't forget which one it was, and bear his strength in mind, throughout the play of the hand.

**(B) In playing a No Trumper**

684. What is the best way to play the cards against a No Trumper?

Obviously so as to win the game.

685. But have you no special hints to give?

Very few. You must bear in mind that you can't learn to play the cards properly in the same way as you learnt the multiplication table. You can only attain skill by practice in actual play against good players.

686. But doubtless some combinations often occur upon which you can give advice?

It is far better to scheme out your plan of campaign for yourself, and then you appreciate the reasons for each move.

However, you may find the following hints useful :—

(a) In playing a "No Trumper" it is often advisable to let the adversaries make the first trick in order to insure your making all the remainder.



(b) If you and Dummy hold 9 cards between you, play as if the remaining 4 were equally divided between your adversaries, unless by so doing you are certain to lose the game.

(c) If Dummy hold **ace, knave**, and small ones, and you hold **king** and small ones, put round your **king** first, and then lead a small card and finesse the **knave**.

(d) If you hold **ace, knave, 10**, and the **king** and others are in Dummy, lead the **knave** on the chance of the **queen** being put on second hand.

(e) If you are fortunate enough to hold 2 honours in the same suit in both hands, don't play them both out from the one hand ; because leaving one in each hand gives

you a card of re-entry in each.

(*f*) Be very careful to hold up a card or cards of re-entry in both hands if possible.

(*g*) Holding **queen**, **knave**, **10** in Dummy, and **ace** and small ones in your own hand, lead the **queen** from Dummy in order to try to catch the **king** in younger hand.

(*h*) Holding **ace** and small ones in one hand, and **queen**, **10**, and small ones in the other, win the first trick with the **ace**, and on the second round finesse the **10**.

(*i*) Unless you can win the game by getting the lead, hold up the winning card of your adversaries' suit till the third round.

## DURING THE PLAY OF THE HAND

### *(a) How to play out the Cards*

688. Is it well to aim at playing rapidly or deliberately?

(a) Adopt "uniform pace" as your motto in playing the cards.

(b) It is a great mistake to get into the habit of playing a good hand rapidly, and a poor hand slowly. It gives gratuitous and valuable information to your opponents.

689. About fingering the cards on the table?

When once a card is played it should not be fingered till the trick is gathered. Don't get into the bad habit of shifting about the cards on the table, or keeping your finger on the card

drawn from Dummy till you finally decide to play it.

Yes. Such card is not considered as played until actually quitted. (Law 65.)

690. Is the dealer at liberty, after drawing a card from his own hand and exposing it, to put it back again and not play it?

691. Does the same law apply to a card drawn from Dummy, provided he does not take his finger off it?

692. If quitted, however, can he take it back again into the hand if it has not been covered?

693. Supposing the dealer name a card as to be played from his own hand, or from Dummy, can he refrain from playing it?

694. Is the dealer liable to any penalty for an error whence he can gain no advantage?

Yes, but the bad habit must be avoided of drawing a card from Dummy and then putting it back.

No. A card once played cannot be taken back except to save a revoke. (Law 66.)

No. Except to save a revoke. (Law 66.)

No. Dummy being blind and deaf, no information that the dealer can give is of any service to him. On the contrary, it may be of



695. Under these circumstances is he under no penalty for exposing a card?

696. About harmless antics.

service to his opponents.  
(Law 69.)

He may expose some or all of his cards without incurring any penalty. (Law 69.)

Avoid antics. When you get in with your established suit, don't smash the winning cards on the table with a rap of the knuckles and with fiendish glee.

If you cannot control yourself, cease playing Bridge. Try some other game, say golf, where anticing in a bunker is deemed pardonable, as it does not annoy your adversary.

*(b) On gathering the Tricks*

697. As last player.

When you are the last player don't gather the trick so quickly that the players cannot see what you have played.

698. About turning the trick.

When you have gathered a trick, turn

the cards over and quit them at once. Don't leave them face upwards till you take the next trick. Don't quit them with a loud click.

699. Should the dealer or his partner gather the tricks?

There is no rule either way, but it is better for the dealer to gather his tricks than for his partner to do so, as the latter would have to be constantly stretching across the Dummy.

700. Should the eldest hand or younger hand gather the tricks?

There is no rule, but the custom is for the partner of the one that takes the first trick to gather the tricks.

701. But supposing your partner win the trick and then makes a move to gather it?

By all means let him do so. Don't try to take the trick out of his hand, or fussily say, "Shall I take up the tricks, Partner," etc. Don't do anything to interrupt his train of thought.

702. Is it polite for the adversaries to push

The true politeness is to avoid touching what

the trick to the one who does not belong to  
has won it? you.

(c) *Be ready*

703. If a particular suit be led? Make up your mind beforehand what card you will play if a particular suit be led.

704. If you get the lead? Make up your mind beforehand what card you will play as soon as you get the lead.

(d) *Demeanour*

705. Have you any hints to give on Demeanour? Don't show by look or gesture either appreciation or disapproval of the play of your partner or of the opponents.

706. About hesitation? Avoid undue hesitation.

Remember that your hesitation informs your partner sometimes most unfairly that a choice of play is open to you.

Avoid the appearance of evil.

Don't, when you are

hesitating as to which card to play, thrum on the table or hum or make any other idiotic noise.

707. What is the custom as to making comments during the play of the hand?

The best players are very sparing with remarks, beyond those required by the game, from the moment the cards are dealt till the play of the hand is finished.

708. What should one do if one loses Rubber after Rubber?

(a) If you be a persistent loser don't blame the cards, the seats, or your partners, but take it as a warning to reform your play.

(b) Don't run the risk of being voted a bore, by your continued references to your bad luck and to the wretched cards you have held for weeks past.

See also Questions 238, 369, 611 and 612.

*(e) Leading Principles*

709. If you have a winning hand?

Bear in mind the old adage "Cards never



710. About leading up  
to a tenace?

forgive." If you fail to win the Rubber on a winning hand, you very often lose it eventually.

When you have a choice of taking a trick, or leaving it to your partner, choose the hand which avoids the necessity of leading up to a tenace.

711. Command of  
adversaries' suit?

Be chary of parting with the command of your adversary's suit.

712. Command of  
partner's suit?

Hasten to get rid of the command of your partner's long suit.

713. Unblocking?

Nothing in your play will give your partner more satisfaction than judicious "unblocking."

714. Throwing away  
a card?

Throw away the card which in the event of your getting the lead would force you to lead up to winning cards.

715. Letting the oppo-  
nents win a trick.

Don't hesitate to let your opponents win a trick when holding up the winning card may

716. About the original lead?

prevent them making two.

Take careful note of the original lead, and try to determine what cards the leader holds in the suit. A **fourth best** lead on his part may enable you to do this with great accuracy.

717. Finesses.

Avoid finesses which risk the placing of the lead in the hand holding an established suit.

718. Make every trick you possibly can!

Don't relax your efforts when the game is won. Go for making as many points as you can, out of every hand.

719. Be prepared for your opponents to make a trick in your long suit.

Don't act on the assumption that you ought to win every trick in your long suit.

720. **King** doubly guarded in Dummy.

If **king** doubly guarded in Dummy is sure to make against you, let it make as early as possible, if thereby your suit is cleared.

721. About counting the cards.

Count the cards as they fall and know how many of each suit have still to come.

722. About the winning card.

Watch the fall of the cards after the second or even third round, always know which card is the winning one left in and who holds it.

Cultivate the faculty of placing the unplayed cards in the various hands.

Small cards are as valuable as aces and kings at No Trumps when the suit is cleared.

723. About false cards.

It is a vice to play false cards against your partner when you are one of the dealer's adversaries.

724. Dealer's play of false cards.

As the dealer has no partner to deceive, he can play false cards whenever, by doing so, he can deceive the opponents.

725. Is the practice of *calling* of any serious use?

It is vitally important in the case of a Suit Declaration, for your partner to know that you have no more of a suit after the second round. You can inform him by "calling," i.e. playing on his winning cards the higher card of your two first round, and the lower one second round.

726. Taking note of what the dealer does not do.

Dealer's adversaries should carefully watch what suit the dealer does not lead when he has a chance. For instance, if Dummy have ace and 3 other **Hearts** of which you hold queen and one other, and the dealer does not open that suit, you may fairly presume that the king is in your partner's hand, and play accordingly.

727. About placing the lead.

(a) Expertness in placing the lead is the sign of a brilliant player.



(b) More points are made by judicious placing of the lead than by any other play.

(c) Put the lead in the hand that will lead up to your good cards, or to those of your partner.

(d) Put the lead into the hand that will lead up to a **tenace** in your hand or in your partners.

(e) If your partner hold the **queen** and you the **ace** of an unplayed suit, put the lead in the hand that has to lead from the **king**.

(f) When holding higher cards over Dummy's high cards, put the lead into your partner's hand, so that he can lead through strength up to your greater strength.

728. About your **aces** and **kings**.

In playing a **No Trumper**, be backward in playing out your **aces** and **kings**. First try to establish your weaker

729. Clearing your  
opponent's suit.

730. Please give illustration.

suits, if you can do so without letting in your adversaries' established suit.

Avoid playing so that a suit is cleared for your opponents.

Against a No Trump Declaration eldest hand leads 8 of **Hearts**, of which suit dealer holds king, 7, 3, and Dummy puts down ace, knave, 6. Dummy plays the 6, and younger hand the 5, and dealer king, thus placing queen, 10, 9, 4, 2, in eldest hand. A thoughtless player might at once play the 7 in order to make the knave in Dummy; but if eldest hand have 2 cards of re-entry, the clearing of the suit by the dealer would lead to his making 3 tricks in **Hearts**. Dealer must leave that suit severely alone.

*(f) Laws affecting the Play of the Hand*

731. Is it in accordance [with the rules to demand that the cards be placed before their respective players?

Yes. Any one during the play of the trick or after the 4 cards are played, may demand that the cards be placed before the respective players. (Law 101.)

732. If they are touched for the purpose of gathering them together, can the demand not be made?

No. The demand cannot be made after the cards are touched for the purpose of gathering them together. (Law 101.)

733. May either of the dealer's adversaries, prior to his partner playing, call attention to the trick, either by saying that it is his or by naming his card, or without being required so to do, by drawing it towards him?

No. (Law 102.)

734. Can the dealer enforce any penalty if he does so?

Yes. The dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to

win or lose the trick.  
(Law 102.)

735. In cases where it is left to one of the players solely to exact a penalty, can the partner of the player solely entitled to exact the penalty suggest or demand an enforcement of it?

No. Should he do so, no penalty can be enforced. (Law 103.)

736. In a case where a penalty has been incurred, can the offender hurry on in order to prevent his adversaries claiming the penalty?

No. The offender is bound to give reasonable time for the decision of his adversaries. (Law 104.)

737. Are the players still permitted, as a matter of courtesy, to look at a trick after it is turned and quitted?

No. Once a trick is complete, turned and quitted, it must not be looked at until the end of the hand. (Law 108.)

738. Does this Law not permit of any exception?

The only exception is when two cards have been played to the same trick. (Law 88.)

739. Is there any penalty if the Law be infringed?

No. Among players it is never infringed.



740. If a card is exposed during the play of the hand?

See heading "Exposed Cards."

741. If either of the dealer's adversaries lead out of turn?

The dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or he may subsequently call the card erroneously led. (Law 80.)

742. If one of the dealer's adversaries, being the fourth player, play to a trick before his partner has played, can the dealer exact any penalty other than treating the card as an exposed card?

Yes. Provided that the third hand has not played also, the fourth player may be called upon to win or not to win the trick. (Law 86.)

743. Supposing he fail to play as desired, though able to do so?

Then he incurs the penalty of the revoke. (Law 79.)

744. If any one, not being Dummy, omit playing to a trick and such error be not discovered until he has played to the next, is there any penalty?

Yes. The adversaries may claim a new deal. (Law 87.)

745. What becomes of the extra card if the adversaries do not claim a new deal, or if Dummy should be the defaulter?

The surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein. (Law 87.)

746. Supposing a player play two cards to the same trick and the mistake be not discovered until the hand is played out?

The tricks may be counted face downwards in order to ascertain whether there be among them a card too many. Should this be the case, they may be searched and the card restored. (Law 88.)

747. Is there any penalty against the defaulting player?

Yes. He is liable for all revokes which he may have meanwhile made. (Law 88.)

748. If the dealer lead out of turn either from his own hand or from Dummy?

He incurs no penalty; but he may not rectify the error after the second hand has played. Law (81).

749. If when a player leads out of turn, the other three have followed him?

Then the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have

played to the false lead, their cards, on discovery of the mistake, are taken back ; and there is no penalty against any one, excepting the original offender, and then only when he is one of the dealer's adversaries. (Law 82.)

(g) *The Bystander*

750. Supposing a bystander make any remark that calls the attention of the player or players to an oversight affecting the score ; is he liable to any penalty ?

Yes. He is liable to be called on by the players to pay the stakes and all bets on that game or rubber. (Rule 105.)

751. May an appeal be made to a bystander to decide any question ?

Only by agreement among the four players. (Rule 106.)

(h) *Tenaces*

752. What is a tenace ?

The best and third best cards of a suit, such as ace-queen (Major Tenace), or the second and fourth best, such

as **king-knave** (Minor Tenace).

753. When you hold a **tenace**?

Don't lead from it.  
Wait till it is led up to.

754. When your adversaries have a **tenace**?

Lead through it.  
Don't lead up to it.

755. When you have a choice of taking a trick in either hand.

Take it with the hand which avoids the necessity of leading up to a **tenace**.

756. In the end play of a hand holding **king**, 9, 3, of a suit of which Dummy only has **queen**, 10, 4, which card should I play 4th hand on Dummy's 10, the ace and **knave** having already been played?

The 3, because, if you play the king, you will not make another trick in the suit, as Dummy will have the **fourchette** of **queen**, 4, over your 9, 3.

If you put the 3 on, then you have the **tenace** of **king**, 9, over Dummy's **queen**, 4.

757. Which card should you play when your **tenace** is led through?

It is generally best to put on the lower card of the **tenace**.

*(i) Second Hand*

758. Which is "second hand?"

The one that plays the second card to a trick.



759. If an Honour be led, and second hand holds a higher Honor, what should second hand do?

760. But suppose Dummy be over him, and he sees a higher Honour in it?

761. But supposing a 7 be led, and you hold the knave, 6, 3, is it best to put the knave on second hand?

762. So that in the case of leads of small cards it is better to play your smallest?

Cover the Honor led, unless by holding it up the hand that is short of the suit will not have one left with which to put in the other hand.

Still cover the Honour led. It is a grand thing when you can manage to force out two Honours for the loss of only one.

No. If you hold up the knave it may win the third trick.

Yes, as a rule, it is.

*(j) Roads to Victory*

763. Are there any other points to bear in mind?

(a) Keep your eyes on the table.

(b) Always know the score. Specially remember it when making the declaration, and towards the end of the play of the hand.

(c) More rubbers are lost by neglect in making the certain trick or tricks that would have saved or won the game than are won by good cards.

(d) The bulk of the points lost at Bridge are lost by the bad playing of the "end game."

(e) Be at your coolest and cleverest when you are leading to the eighth or ninth trick.

(f) Keep your temper and you may keep your money.

*(h) When the Hand is over*

764. Instructing your partner.

Don't attack your partner's play the moment the hand is over.

If he be conscious of having played badly, your talk won't help him to play the next hand better.

And if he be not conscious of it, he will be all the more annoyed.

765. Gathering the  
cards.

Don't gather the cards  
for some one else. It is  
the business of the en-  
suing dealer's partner to  
gather the cards, and he  
has the right to the first  
shuffle.

## DISCARDING

766. What principle do you recommend for the discard?

I recommend that you should make a natural and unconventional discard rather than an unnatural one.

767. What do you mean by a "natural" discard?

The card or cards that are useless to you.

768. Please give an example.

If you had to choose between—

Hearts—ace, king, queen, 10, 3;

Clubs—7, 6, 3;

I should call the natural discard the 3 of Clubs.

769. Do you then recommend that the discard should always be from the shortest suit?

As a rule, I think that the first discard should be from the suit you least want led, and your second discard from the suit of the two remaining that you don't want led.

770. But suppose,

Then you had better



holding the above named cards, I see my way to win the game if Hearts were led?

771. What would my partner surmise from the discard of the 10?

772. What would then be my partner's duty?

773. Am I right, then, in inferring that the safest method to adopt for a first discard is to discard the smallest card you can from the suit you don't want led, or the highest card you safely can from the suit you do want led?

774. Is this method adopted at all Clubs?

775. This, of course, leaves no doubt as to the suit that is wanted?

776. But suppose your weaker suit is queen, 7,

discard the 10 of Hearts.

That you were beginning a call in that suit.

To lead you that suit, if you followed the 10 with the 3.

Yes. This is the custom at the leading Bridge Clubs, and if you adopt the second plan your second discard must be the lowest card of the suit you do want led.

By no means. There are many in which the custom prevails of making the first discard from the strongest suit.

Quite so, but it often sacrifices a trick.

Yes, and in that case you "call" in your

3, you surely dare not discard the 3, as that may clear the suit for your opponents? strong suit, *i.e.* play a higher card before a lower one.

777. All this, of course, applies to the dealer's adversaries? Yes.

778. What should guide one, when dealer, as to discards? Discard, whenever you can, in such a way as to deceive your opponents.

779. How can the dealer deceive by his discards? Naturally he may be expected not to discard from his strong suits.

780. And, therefore, you presume him to be weak in the suit from which he first discards? Quite so.

781. So that if he discard a Heart, for instance, you may be induced, as eldest hand, to lead that suit up to him? Yes, and possibly to find him with the ace-queen over your partner's king.

782. But is not the dealer often forced to discard from his weakest suit? Yes.

783. It behoves one, then, to keep a sharp Yes. The adversaries' discards may often give

eye on your adversaries' discards as well as those of your partner?

784. Are there any other hints as to the discard?

you valuable information.

(a) Avoid discarding a **Singleton**, as on the first round of the suit your adversaries are told too much.

(b) Carefully count the discards of your adversaries. They may often make valuable an otherwise valueless card in your hand.

(c) Don't get rid of a small card guarding an Honour or Honours when there is a higher Honour still unplayed.

## THE CALL

785. What is meant by "The Call" and "Calling?"      Playing unnecessarily a high card before a low one.

### I. Suit Declaration

#### (a) *With Doubleton*

786. When is this done?      When you are playing against a Suit Declaration, and, having only two cards in the suit, desire your partner to lead it a third time in order that you may trump.

787. Supposing you are strong in Trumps, and do not desire to be forced, is one still compelled to "call" in order to indicate only two in suit?      No. You must only "call" when you want to trump.

788. If your cards are      Yes.



10 and 3, do you play the 10 first?

788a. If the knave and 3?

No. It is not usual to "call" by playing an Honour.

It will be sufficient "call" when it falls the second round, and indicates that you have either the queen or none.

(b) *When Discarding*

789. Suppose you call when discarding?

You intimate that you desire your partner to lead that suit.

II. No Trumps Declaration

(a) *With four in suit*

790. What does the call at No Trumps signify?

Playing a high card before a low one on winning cards shows that you are unblocking, having four in suit. This is known as **The Echo**.

(b) *When Discarding*

790a. Does the same rule apply to discarding

Yes. Playing a high card, and following it

as with a Suit Declaration?

with a smaller when you are discarding at **No Trumps**, shows that you desire that particular suit led. (See under "Discarding.")

### III. Other Definitions

791. Is the word "**call**" only applied to playing a higher card before a lower?

Some people speak of the "**Declaration**" as the "**call**" but incorrectly, as the Laws consistently speak of it as the "**Declaration**."

792. But the Laws speak of "**calling a card**" in the sense of insisting upon its being played?

Yes. But this has nothing to do with "**The Call**" as defined above.

793. Under what heading is "**calling a card**" dealt with?

Under "**Exposed Cards**."

## UNBLOCKING

794. What is meant by unblocking?

Getting rid of a card which might take the lead out of your partner's hand and so prevent him making other tricks.

It applies to each player at various times.

795. Does it apply to each player or only to the younger hand?

When the cards of re-entry are exhausted in the hand that is blocked and the lead cannot be put back into the hand holding the blocked suit.

796. When does it apply to the dealer who has the advantage of seeing his partner's cards?

In a **No Trump** hand the **Diamonds** were divided thus—

797. Please give an instance.

Dealer—**King, queen, 10;**

Dummy—**9, 8, 7, 3, 2.**  
The first round forced

out the ace and knave fell held to the queen. When Dummy gets the lead with his only card of re-entry only one more trick is made in Diamonds instead of three, unless the dealer has unblocked by discarding the 10 on some other suit.

798. But this is a case of presuming a piece of gross carelessness?

Yes. But it is strange how often such carelessness occurs in actual play.

799. Other instances?

See under "Play of Younger Hand."



## CARDS OF RE-ENTRY

800. What is a card of re-entry?

A card which will enable you to get the lead again after you have parted with it.

801. What part do cards of re-entry play in the game?

Cards of re-entry play a most important part in the game. For instance, an established suit is almost always valueless, unless accompanied by a **card of re-entry** in another suit.

802. But you either have a card of re-entry dealt to you, or you have not. How does your play affect the matter?

True, no amount of play will give you an ace, if you have not got it, but judicious play, especially when you are playing the Dummy, may turn such an insignificant card as a 9 into a card of re-entry.

In any case, if you

have a **card of re-entry** you can avoid playing it till you are absolutely forced to.

803. And your attitude in this respect towards your adversaries?

Try to force out the **cards of re-entry** in your opponent's hands, and the earlier the better.

804. As a first step?

As soon as Dummy's cards are exposed, note his possible card or **cards of re-entry**.

If you are playing against him make an onslaught on to them.

805. Then the golden rule is?

It is a golden rule to hold up your own **cards of re-entry** and force out those of your opponents.

## PLAYING TO THE SCORE

806. What is meant by  
playing to the score?

Considering the effect  
upon your score, and,  
in the event of your  
losing, upon your oppo-  
nent's score, of—

(a) The Declaration.

(b) Doubling.

(c) Winning a par-  
ticular trick or tricks.

### (a) *The Declaration*

807. I suppose at  
"Love All" the state of  
the score does not affect  
the Declaration?

Yes, it does. You  
must bear in mind that  
to go out on the hand  
you require—

3 tricks in **No Trumps**.

4 tricks in **Hearts**.

5 tricks in **Diamonds**.

808. Failing being  
able to go out, what  
score should be aimed  
at?

24; because one trick  
will then take you out  
in either **No Trumps**,  
**Hearts**, or **Diamonds**.

809. And if 24 is out of the question?

Try for 18, at which score you can go out by one trick in **No Trumps**, or by 2 in **Hearts** or **Diamonds**.

810. But if these high figures are quite unattainable?

Try for at least 6. Anything below that is hardly worth having.

811. Why 6?

Because with your score at 6 it takes one trick less to make game in **No Trumps**, **Hearts**, or **Diamonds** than at less than 6.

812. At what score does an equal choice between **Hearts** and **Diamonds** become important?

At 14, 16, or 22; because if you choose **Diamonds** you would want one more trick to take you out than you would in **Hearts**.

813. Suppose one have an equal choice of **Hearts** and **Diamonds**, with the score at 18 or 24?

Obviously you should choose **Diamonds**.

814. Why?

Because if you win, **Diamonds** will do you as much good as **Hearts**; but if you lose the opponents will score less.

815. Supposing, with

Decidedly not. There



the score at 18 or 24, I have good **Diamonds**, and a fair all-round hand but only 2 Hearts. Should I leave it to Dummy on the chance of a strong Heart Declaration?

816. When is dealer justified in declaring a Black Suit?

817. Should one declare No Trumps on a risky hand with one's score at 22 or 24?

818. But supposing the score be 18?

819. If the score be No Games up, and you are 24 to your opponents' nil, is it not advisable to try a risky **Heart** or **Diamond** Declaration in order to make the game?

820. But when their score is *nil*, does it

is no need to consider whether Dummy can go on a more expensive suit than you, if you see your way to win the game on your suit.

When the score is such that he feels pretty certain of winning the game with the Black Declaration.

Better pass it to your partner, if there be any chance of his going **Hearts** or **Diamonds**.

When at 18, you can go **No Trumps** with a lighter hand than when the score is Love All.

No. When your score is so much better than that of your adversaries', you should play a cautious game.

Don't forget that with your score at 24 and

matter much if you do lose the odd trick?

821. Even then, losing the odd trick would not give them the game?

822. When should a risky Declaration be specially avoided?

823. Even if you want only one trick?

theirs at *nil*, the opponents are very likely to double your risky **Heart** or **Diamond** Declaration.

An actual case occurred to me last year, with the score of Game All, and we 24 to our adversaries nil. I left it to Dummy, who made a risky **Diamond** Declaration, which was promptly doubled, and the adversaries made 3 tricks—Game and Rubber!

Avoid a risky Declaration in which the losing of the odd trick would make your adversaries "game," and give them the immense advantage of starting the new game with a Declaration.

Far better make certain of advancing your score in **Clubs** or **Spades**, even if you only

want one trick to take you out. Don't make a risky Declaration, unless your opponents are a game to the good, and are practically certain of winning the rubber on the next hand.

824. Suppose your opponents are a game to the good and 24 in the second game?

This is a very different state of things, and a risky **No Trumper** is permissible.

825. Why not a risky **Heart**?

On a risky **Heart** you can hardly expect to make the 4 tricks necessary to score the game.

826. But if I have a decent **Heart** hand?

Unless it is so good that you see your way to make game on it, you had better far go **No Trumps**, or leave it to your partner to do so.

### (b) *Doubling*

827. Suppose it is a **No Trumps** Declaration and you are doubtful about doubling, how does the state of the score guide you?

If you are 18 and they are 8, one trick in **No Trumps** counting 12 will take you out, and, if doubled, one trick, counting 24, will take them

828. But suppose they were 18 and we 8?

829. If **Hearts** are declared and the score is—

We 14. They Love?

830. Why?

831. But if **Hearts** are declared and the score is—

We Love. They 14?

832. When should **Diamonds** be doubled to the score?

833. And so on with **Clubs** and **Spades**, I presume?

out, so obviously it would be bad play for you to double.

Then just as obviously you should double if your cards warrant the double.

Leave the doubling alone.

Because if you make the odd trick it will put you in the comfortable position of 22 while two tricks would take you out. Whereas if you lost the odd trick and they happen to have redoubled you, they would score 32.

With a doubling hand you should certainly double.

When 6 would take them out and 12 would take you out.

Yes. Bear in mind that you should double, whenever possible, when



you want 2 tricks, and they only want one trick to take them out.

(c) *When Playing the Hand*

834. How does the state of the score affect the play of the hand?

It guides you to play so that you make or save game if you possibly can.

Constantly bear the score in mind, and how many tricks are required to make or save the game.

Play the card that makes or saves the game the moment you get the chance.

835. Please give instance.

With the score at Love All, when playing against a **Diamond Declaration**, first make certain of getting 3 tricks in order to save the game, and then play to get two more in order to prevent your adversaries scoring 18, which is vastly better for them than 12.

836. Supposing your score is 14, and you have already made 6 tricks with a Heart Declaration, and have 2 certain tricks in your hand, but a good chance of making the Grand Slam with a successful coup. How should you play?

837. When playing against a Suit Declaration with the opponents' score at Love, how does the state of the score affect your play?

Don't worry about the Grand Slam, but play out your two winning cards and make the game first of all.

Remember that you have to make: 4 tricks in **Hearts**, 3 tricks in **Diamonds**, to save the game, and you should go for these tricks hip and thigh.

*(d) When Leading*

838. If the adversaries' score be 22, and the dealer did not declare **Hearts**, is eldest hand justified in leading them?

Certainly. The dealer has practically declared himself not strong enough in **Hearts** by not declaring them.

839. If the adversaries' score be at 24, and **Diamonds** are not declared by dealer?

By all means lead them.

840. And **Clubs** Yes.  
under same circum-  
stances at 26?

841. **Spades** at 28? Almost as certain.

*(c) Saving the game*

842. Much is said of  
saving the game. What  
is the meaning of the  
phrase?

Playing the card  
which wins the trick  
that makes it impossible  
for your adversaries to  
win the game that  
deal.

843. Please give illus-  
tration.

It is a **Heart** Declara-  
tion, and your adver-  
saries' score is 8.

You have made four  
tricks, and a card is led  
from Dummy of a suit  
of which you hold the  
winning card. You are  
in doubt whether to play  
it or to hold it up and  
perhaps make two tricks.

If you play it and  
win the trick, the game  
is saved, as the adver-  
saries can only make 2  
tricks, you having  
made 5.

## ELEVEN RULE

844. What is the  
"Eleven Rule"?

The determination of the number of cards not held by your partner, higher than the small card led by him, when he leads his fourth best.

845. But what has the figure eleven to do with it?

You deduct from eleven the value of the card led, and that gives you the information.

846. Suppose it were a 2, for instance?

Well, there are 12 cards in the suit better than the 2, and if it be the fourth best of the leader's suit, he holds 3 out of the 12, leaving 9 round the table. Or, arrived at automatically, 2 from 11 leaves 9.

847. Take 7 as the card?

There are 7 cards in the suit better than the 7, of which the leader



848. Please give an instance of the value of the eleven rule.

holds 3, leaving 4 round the table. Or, arrived at automatically, 7 from 11 leaves 4.

You are younger hand, and your partner leads the 7. There are knave, 10, 6, 3, in Dummy, and you hold queen, 8, 4. You deduct 7 from 11 = 4, and you and Dummy hold the 4 cards between you, so that there is no need for you to play your queen if Dummy does not cover the 7. Your play is to take the trick with the 8. Return the queen, and then put your partner in with the 4.

If you play your queen Dummy's knave will block the suit.

See also **Fourth Best Lead** (pars. 470 to 478).

## ENFORCEMENT OF PENALTIES

849. Is the rule as to who shall enforce certain penalties strictly adhered to?

The penalties that may be enforced—

850. By any of the players.

851. By the Declarer of the trump.

Certainly. Should the partner of the player solely entitled to exact a penalty suggest or demand the enforcement of it, no penalty can be enforced. (Law 103.)

Are the following—

Any one dealing out of turn or with the adversaries' cards may be stopped before the last card is dealt, otherwise the deal stands good, and the game must proceed as if no mistake had been made. (Law 45.)

(a) If the right hand adversary of the dealer (*i.e.* the younger hand) double before his partner has asked, "May I

lead?" *the Declarer of the Trump* shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of redoubling may continue, as described in Laws 55, 56, 58. (Law 57.)

(b) Any consultation between the dealer's adversaries as to doubling or redoubling will entitle *the maker of the trump* . . . without consultation with his partner, to a new deal. (Law 58.)

852. By the dealer or his partner.

(a) If, whilst dealing, a card be exposed by either of the dealer's adversaries, *the dealer or his partner* may claim a new deal. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card

853. By the dealer alone.

cannot be called. (Law 40.)

(a) If either of the adversaries makes the Declaration, *the dealer* may, after looking at his hand, either claim a fresh deal or proceed as if no such Declaration had been made. (Law 51.)

(b) If, after the deal has been completed, and before a card is led, the leader's partner (*i.e.* the younger hand) expose a card, the dealer may either—

(i) *Call the card* (*i.e.* insist upon it being led or played to a subsequent trick) when it is the younger hand's turn to play; or

(ii) Require the leader (*i.e.* the eldest hand) not to lead the suit of the exposed card. (Law 71.)

(c) Obviously, if the



card be exposed by the eldest hand the *dealer* may call (*i.* insist upon it being led at once, or led *led* to a subsequent trick). (Law 72.)

(d) As soon as a card is led, the duty of enforcing any penalties arising during the hand, shall devolve upon the dealer. (Law 62.)

*Note.* This covers penalties under Laws 74, 76, 78, 86, 87, 94, 102.

(e) If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led. (Law 80.)

(f) If either of the dealer's adversaries



855. By the Dummy.

omit playing to a former trick, and such error be not discovered until he has played to the next, the dealer may claim a new deal. (Law 87.)

(a) As soon as a card is led . . . the duty of claiming and enforcing any penalties arising during the hand shall devolve upon the dealer, unassisted by his partner. (Law 62.)

(b) If he call attention to any other incident in the play of the other hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries. (Law 63.)

(c) After the hand is played out, Dummy may consult with his

856. By either the  
eldest hand or  
younger hand.

partner as to the form  
of the revoke penalty.  
(Law 90.)

(a) If before the deal  
a card is dealt by  
the dealer or his partner  
either of the dealer's  
adversaries may claim a  
new deal. The claim  
may not be made by a  
player who has looked  
at any of his cards. If  
a new deal does not  
take place, the exposed  
card cannot be called.  
(Law 40.)

(b) If the dealer, before  
he has dealt fifty-  
one cards, look at any  
card, *his adversaries*  
have a right to see it,  
and may exact a new  
deal. (Law 42.)

(c) Should any player  
re-double out of turn,  
the adversary (*i.e.* either  
*the eldest or the younger  
hand*) who last doubled  
shall decide whether or

not such double shall stand. (Law 58.)

(d) If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play the card suggested. (Law 64.)

(e) Should the dealer indicate that all or any of the remaining tricks are his, he may be required to place his cards face upwards on the table, but they are not liable to be called. (Law 75.)

(f) A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is liable to be called; but should the dealer name a wrong card, he is liable to have



a suit called when first  
he or his partner leads  
the lead being made.

(g) If the dealer leads from the wrong hand or the wrong hand can object to the dealer leading from the wrong hand. (Law 82.)

(h) If the dealer omit playing to a former trick, and such error be not discovered until he has played to the next the adversaries may claim a new deal. (Law 87.)

(i) If the dealer has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke. (Law 79.)

(j) In the event of a revoke being made or a revoke penalty incurred by the dealer, either the eldest hand or the younger hand may call attention to it and they may consult as to the form the penalty shall take. (Law 90.)

857. By the Eldest  
d. alone.

(a) If the dealer's partner make the Trump Declaration without receiving permission from the dealer, *the eldest hand* may demand:—

I. That the Declaration so made shall stand.

II. That there shall be a new deal. (Law 49.)

(b) If the dealer's partner pass the Declaration to the dealer, *the eldest hand* may demand—

I. That there shall be a new deal.

II. That the dealer's partner shall himself

make the declaration.

(Law 50.)

(c) If before the declaration has been made, either the dealer or his partner expose a card from his hand, *the eldest hand* may claim a new deal. (Law 70.)

(d) If the dealer does not follow suit, but next cover his mistake, *the eldest hand* may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the dealer's adversaries have played to the current trick; but this penalty cannot be exacted from the dealer when he is fourth in hand, nor can it be enforced at all from Dummy. (Law 95.)

(e) Any consultation

858. By the adversary who last doubled.

between the dealer and his partner as to doubling or re-doubling will entitle . . . the eldest hand, without consultation with his partner to a new deal. (Law 58.)

(a) Should any player re-double out of turn, *the adversary who last doubled* shall decide whether or not such double shall stand. If it is decided that the re-double shall stand, the process of re-doubling may continue as described in this and foregoing laws (55 and 56). If any double or re-double out of turn be not accepted, there shall be no further doubling in that hand. (Law 58.)

(b) If the eldest hand lead before the doubling be completed, his partner may re-double only with the consent of *the adversary who last*



859. Can one be defrauded, as it were, of the right to claim a penalty by being rushed by one's adversary?

doubled; but much lead shall not be lost by either of either in the double. being led to the

No. led to the next where a player is not bound to give reasonable time for the decision of his adversaries. (Law 104.)

### Summary

860. The younger hand and the Dummy must specially bear in mind that—

Should the partner next the player solely be entitled to exact a penalty suggest or demand the enforcement of it, no penalty can be forced. (Law 103.)

LAWS OF BRIDGE

REPRINTED *VERBATIM* FROM THE  
PORTLAND CLUB CODE

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The Rubber.

1. The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam.

3. Every hand is played out, and any points in excess of the thirty points necessary for the game are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are

trumps, six points when diamond is trump, eight points when hearts are trumps, and five points when there are no trumps.

5. Honours consist of ace, king, queen, jack, and ten of the trump suit. When there are no trumps they consist of the four aces.

6. Honours in trumps are thus reckoned:—  
If a player and his partner conjointly hold—

- I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.
- II. Any four honours of the trump suit, score for honours four times the value of the trump suit trick.
- III. Any three honours of the trump suit, score for honours twice the value of the trump suit trick.

If a player in his own hand holds—

- I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours eight times the value of the trump suit trick. In this last case, if the player's partner holds the fifth honour, they also score for honours the single value of the trump suit trick.

The value of the trump suit trick referred to in this law is its original value—*e.g.* two points in spades and six points in diamonds; and the

The game is in no way affected by any of the doubling that may take place under the following conditions—  
When there are no trumps, are thus

- A. This partner conjointly hold—
- I. The four aces, they score for honours forty points.
  - II. Any three aces, they score for honours thirty points.

If a player in his own hand holds—

The four aces, he and his partner score for honours one hundred points.

CHICANE is thus reckoned :—

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane is in no way affected by any doubling or re-doubling that may take place under Laws 53-60.

9. SLAM is thus reckoned :—

If a player and his partner make, independently of any tricks taken for the revoke penalty—

- I. All thirteen tricks, they score for Grand Slam forty points.
- II. Twelve tricks, they score for Little Slam twenty points.

10. Honours, Chicane, and Slam are reckoned in the score at the end of the rubber.



11. At the end of the rubber, the scores for tricks, honours, Chicane, and each player and his partner, hundred points are added to the winners of the rubber, and the difference between the two scores is the number lost, by the winners of the rubber.

12. If an erroneous score affecting the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or in the case of the last game of the rubber, the score has been made up and agreed.

13. If an erroneous score affecting Honours, Chicane, or Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

#### Cutting.

14. The ace is the lowest card.

15. In all cases, every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

#### Formation of Table.

17. If there are more than four candidates, the players are selected by cutting, those first

in the call giving the preference. The four of the highest cards play first, and again at the next call; the two lowest play next; the lowest is the dealer, and again cards and seats, and, having understood on, must abide by it.

A dummy may be more than six candidates, but only two cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has senior right to any after-comer to enter the table.

Two players cutting cards of equal value, such cards are the two highest, cut again; if they be the two lowest, a fresh cut is necessary to decide which of those two deals.

Three players cutting cards of equal value again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

#### Cutting Out.

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others

is, or are, out; but when all have cut to the same number, they must cut to double the number of cutters; the highest are out.

#### Entry and Re-Entry

22. A candidate, whether he has previously played or not, can join a table which is not complete at any time prior to any of the players cutting out a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, the candidates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

24. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player joining one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

he call at  
y of the hand. **Shuffling.**

at l... etc. neither be shuffled below  
d... the face of any card be  
p... agai

A rstood,  
may my se not be shuffled during the  
p... d Cl

A pack, having been played with, must  
either be shuffled by dealing it into packets, nor  
across the table.

Each player has a right to shuffle once  
(except as provided by Law 33) prior to a  
a false cut, or when a new deal has

the dealer's partner must collect the cards  
ensuing deal, and has the first right to  
that pack.

32. Each player, after shuffling, must place the  
cards, properly collected and face downwards, to  
the left of the player about to deal.

33. The dealer has always the right to shuffle  
last; but should a card or cards be seen during  
his shuffling, or whilst giving the pack to be cut,  
he may be compelled to re-shuffle.

### **The Deal**

34. Each player deals in his turn; the order  
of dealing goes to the left.



35. The player on the deal shall cut the pack, and, in dividing it, shall not deal more than four cards in either hand, nor shall he, or in replacing one of the hands, allow any other, a card be exposed, or a confusion of the cards, or a discovery of the place in which the pack was cut. The cut shall be a fresh cut.

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards. There shall be no misdeal.

#### A New Deal.

39. There must be a new deal—

- I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.
- II. If any card be faced in the pack.
- III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.

he call at the last card not come in its regular  
at the dealer.

the dealer have more than thirteen  
again one or more of the others  
teen cards.

A first deal, the dealer deal two cards at once,  
may be to the same hand, and then  
the dealer; but if, prior to dealing that  
card, the dealer can, by altering the  
position of one card only, rectify such  
error, he may do so.

VII. Should the dealer omit to have the pack  
cut to him, and the adversaries discover  
the error prior to the last card being  
dealt, and before looking at their cards;  
but not after having done so.

whilst dealing, a card be exposed by  
the dealer's adversaries. the dealer or his  
adversaries may claim a new deal. A card similarly  
exposed by the dealer or his partner gives the  
same claim to each adversary. The claim may  
not be made by a player who has looked at any  
of his cards. If a new deal does not take place,  
the exposed card cannot be called.

41. If, in dealing, one of the last cards be  
exposed, and the dealer completes the deal before  
there is reasonable time to decide as to a fresh  
deal, the privilege is not thereby lost.

42. If the dealer, before he has dealt fifty-one  
cards, look at any card, his adversaries have a  
right to see it, and may exact a new deal.

43. Should three players find the number of cards—the fourth hand should not discover such deal, and if he played any of his cards, he should not be allowed to lead. If any revoke he may have made, the card, or cards, had been in error, he may search the other pack for it, or their

44. If a pack, during or after a rubber, is proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; the hand in which the imperfection was detected is null and void; the dealer deals again.

45. Any one dealing out of turn, or any adversary's cards, may be stopped before a card is dealt, otherwise the deal stands, and the game must proceed as if no mistake had been made.

46. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

#### Declaring Trumps.

47. The dealer, having examined his hand, has the option of declaring what suit shall be trumps, or whether the hand shall be played without trumps. If he exercise that option, he shall do so by naming the suit, or by saying "No trumps."

48. If the dealer does not wish to exercise his

he call at it to his partner by saying  
of the hand "Partner," and his partner must  
at the necessary declaration, in the  
d. the preceding law.  
The legal

partner make the trump  
A understood, receiving permission from the  
may my se and may demand :

aw. That the declaration so made shall stand.

41. That there shall be a new deal.

But if any declaration as to doubling or not  
doubling shall have been made, or if a new deal  
timed, the declaration wrongly made shall  
the eldest hand is the player on the left  
er.

the dealer's partner pass the declaration  
er, the eldest hand may demand :

That there shall be a new deal.

42. That the dealer's partner shall himself  
make the declaration.

51. If either of the dealer's adversaries makes  
the declaration, the dealer may, after looking at  
his hand, either claim a fresh deal or proceed as  
if no such declaration had been made.

52. A declaration once made cannot be altered,  
save as provided above.

#### **Doubling and Re-doubling.**

53. The effect of doubling and re-doubling, and



so on, is that the value of each card is doubled, quadrupled, and so on.

54. After the trump declared by the dealer or his partner have the right to double. the first right. If he does he shall say to his partner, "partner shall answer "Yes," or "I double."

55. If either of their adversaries elect to double the dealer and his partner have the right to re-double. The player who has declared the trump shall have the first right. He may say "I re-double" or "Satisfied." Should the latter, his partner may re-double.

56. If the dealer or his partner elect to double, their adversaries shall have the right to again double. The original doubler has the right.

57. If the right-hand adversary of the dealer double before his partner has asked "May I lead?" the declarer of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in Laws 55, 56, 58.

58. The process of re-doubling may be continued until the limit of 100 points is reached—the first right to continue the re-doubling on behalf of a partnership belonging to that player

he call at. Should he, however, of the hand, satisfied, the right to continue to his partner. Should out of turn, the adversary will decide whether or not and. If it is decided that stand, the process of re- may continue as described in this and going laws (55 and 56). If any double or re-double out of turn be not accepted there shall be no further doubling in that hand. Any action between partners as to doubling will entitle the maker of the the eldest hand, without consultation, al.

The eldest hand lead before the doubling ed, his partner may re-double only with sent of the adversary who last doubled; such lead shall not affect the right of either adversary to double.

60. When the question, "May I lead?" has been answered in the affirmative, or when the player who has the last right to continue the doubling expresses himself satisfied, the play shall begin.

61. A declaration once made cannot be altered.

#### Dummy.

62. As soon as a card is led, whether in or out of turn, the dealer's partner shall place his

cards face upwards on the table, and of playing the cards from the hand called Dummy, and of claiming penalties arising during the play upon the dealer, unassisted by his partner.

63. After exposing Dummy, the dealer has no part whatever in the game. He has the right to ask the dealer if he has renounced the suit in which he may have renounced. He may call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

64. If the dealer's partner, by touching or otherwise, suggest the play of a card from Dummy, either of the adversaries may, without consulting with his partner, call upon the dealer to play or not to play the card suggested.

65. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

66. A card once played, or named by the dealer as to be played from his own hand or from Dummy, cannot be taken back, except to save a revoke.

67. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

he call at the hand liable to any penalty for a  
of the hand at his partner's see his cards. Should  
at his partner's error not be discovered until  
again. and quitted, the trick stands  
A partner, understood,  
may see blind and deaf, his partner is  
City penalty for an error whence he  
gain no advantage. Thus, he may expose  
some or all of his cards, without incurring any  
penalty.

**Exposed Cards.**

after the deal has been completed, and  
trump declaration has been made, either  
or his partner expose a card from his  
eldest hand may claim a new deal.

after the deal has been completed, and  
a card is led, any player shall expose a card,  
his partner shall forfeit any right to double or  
re-double which he would otherwise have been  
entitled to exercise; and in the case of a card  
being so exposed by the leader's partner, the  
dealer may, instead of calling the card, require  
the leader not to lead the suit of the exposed  
card.

**Cards Liable to be Called.**

72. All cards exposed by the dealer's adversaries  
are liable to be called, and must be left face up-  
wards on the table; but a card is not an exposed



card when dropped on the table below the table.

73. The following are exposed:

- I. Two or more cards
- II. Any card dropped or in any way exposed on the table, even though snatched up so that no one can name it.

74. If either of the dealer's adversaries play to an imperfect trick the best card on the table or lead one which is a winning card as against the dealer and his partner, and then lead next without waiting for his partner to play, may several such winning cards, one after another, without waiting for his partner to play, may be called on to win, if he can, the trick or any other of those tricks, and the others thus improperly played are exposed cards.

75. Should the dealer indicate that all or any of the remaining tricks are his, he may be required to place his cards face upwards on the table; but they are not liable to be called.

76. If either of the dealer's adversaries throws his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

77. If all the players throw their cards on the table face upwards, the hands are abandoned, and the score must be left as claimed and admitted.

he call at the examination of the hand, but for no other purpose.

It is understood that a player may call a card from the rest of the hand for his adversaries, so as to be called; but should the card be called, he is liable to have a revoke if he or his partner have the

79. If a player, who has rendered himself liable to have the highest or lowest of a suit called, or who has not to win a trick, fail to play as desired, or be unable to do so, or if when called on to lead he lead another, having in his hand one or more of that suit demanded, he incurs the penalty of a revoke.

If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

81. If the dealer lead out of turn, either from his own hand or from Dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

82. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have followed to the false lead, their cards, on discovery

of the mistake, are taken back and the penalty against any one, except the offender, and then only with the dealer's adversaries.

83. In no case can a player be obliged to play a card which would oblige him to lead.

84. The call of a card may be kept, if such card has been played.

85. If a player called on to lead a suit have none of it, the penalty is paid.

#### Cards Played in Error, or not played to the Trick.

86. Should the third hand not have played the fourth play before his partner, the (being Dummy or his partner) may be called to win, or not to win, the trick.

87. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

88. If any one play two cards to the same trick, or mix a card with a trick to which it does not

he call at the end of the hand, the mistake be not discovered at the time he played out, he (not being the declarer) is liable for all consequent revokes. If, during the play of the hand, a revoke is detected, the tricks may be counted as they stand, in order to ascertain how many cards have been played. If among them a card too many has been played, this be the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made.

### The Revoke

When a player (other than Dummy), has played one or more cards of the suit led, plays a card of a different suit.

The penalty for a revoke—

Is at the option of the adversaries, who, at the end of the hand, may, after consultation, either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his existing score—or add the value of three tricks to their own score;

- II. Can be claimed for as many revokes as occur during the hand;
- III. Is applicable only to the score of the game in which it occurs;
- IV. Cannot be divided—*i.e.* a player cannot add the value of one or two tricks to his



own score and deduct one or two from the revoke. V. In whatever way enforced, under no side revoking score or Little Slam, their previous score revoking cannot attain towards the game than twenty-eight

91. A revoke is established, if the trick which it occur be turned and quitted—i.e. the hand removed from that trick after it has been turned face downwards on the table—or the revoking player or his partner, whether next right turn or otherwise, lead or play to the following trick.

92. A player may ask his partner whether he has not a card of the suit which he has revoked. Should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

93. At the end of the hand, the claimants of a revoke may search all the tricks.

94. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are

he call at the hand. If the player in fault be the dealer, the dealer may require the highest or lowest card to that trick to be played. If the player in fault be the dealer, the dealer may require him to play the highest or lowest card of the suit in which he has announced, provided both of the dealer's adversaries have played to the current trick; but this penalty cannot be exacted from the dealer when he is the dealer, nor can it be enforced at all from the hand, nor can it be enforced at all from the hand.

A revoke be claimed, and the accused his partner mix the cards before they are sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

97. A revoke cannot be claimed after the cards have been cut for the following deal.

98. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the score after the penalty is paid.

99. Should the players on both sides subject themselves to the penalty of one or more revokes,

neither can win the game and is punished at the discretion of the referee.

Calling for New Cards.

100. Any player (on payer's side) may call for fresh cards, but not after the pack has been cut. He must call for fresh cards. He must call for fresh cards, of which the dealer takes his choice.

#### General Rules.

101. Any one during the play of a trick, after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that cards be placed before their respective players.

102. If either of the dealer's adversaries to his partner playing, should call attention to the trick—either by saying that it is his, naming his card, or, without being required so to do, by drawing it towards him—the dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or lose the trick.

103. Should the partner of the player solely entitled to exact a penalty, suggest or demand the enforcement of it, no penalty can be enforced.

104. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

he call at the hand of a player or players to an at the score, he is liable to be d. the ers only, to pay the stakes f. again me or rubber.

A understood, by agreement among the dummy se any question.

A card or cards torn or marked must be aw. er replaced by agreement, or new cards called at the expense of the table.

108. Once a trick is complete, turned, and it must not be looked at (except under until the end of the hand.

### DUMMY'S RIGHTS.

(Notes by Author.)

The above Revised Laws of Bridge came into force on the 1st January, 1905. It will be seen that Law 63 provides that after exposing Dummy the dealer's partner *has no part whatever in the game* except, that he has the right to ask the dealer if he has none of the suit in which he may have renounced.

Under this Law it was supposed that, except upon the one point named, Dummy had to be quite silent, but in reply to various appeals to the



Committee of the Portland have made it clear that (in the "the whole scope and object Dummy rendering any intell to dealer in the play of the hme him as much mechanical help he may interpose to prevent being done, such as a wrong pena from his partner, or a trick being improperly from him."

In accordance with this view the Committee, in settling the Laws of Auction Bridge in 1909, much amplified Law 63 which in those Laws as follows:—

63. Before placing his cards upon the declarer's partner has all the rights of but after so doing shall take no part wh the play, except that he has the right:—

- (a) To ask the declarer whether he has any or suit which he may have renounced;
- (b) To call the declarer's attention to the fact that too many or too few cards have been played to a trick;
- (c) To correct the claim of either adversary to a penalty to which the latter is not entitled;
- (d) To call attention to the fact that a trick has been wrongly gathered by either side;
- (e) To participate in the discussion of any disputed question of fact, or of law;
- (f) To correct an erroneous score.

he call attention to any other incident in the  
of the hand in respect of which any penalty  
at be exacted on fact that he has done so  
denies the power of the right of enacting  
penalty against his adversaries.

is understood, in all Bridge Clubs, that the  
of Dummy set out above shall be those that  
Portland Club deem he is entitled to under  
Law 63 of the Laws of Bridge.

The Committee have also decided that Dummy  
has the right:—

To correct any player who says it is  
Dummy's lead when it is not.

THE END